

TRUCKEE LITTLE LEAGUE BYLAWS AND LOCAL RULES

UPDATED MAY 26, 20025

1. REGISTRATION:

- a. All players must register or inform the league of their intent to play in the current season before opening day.
- b. All Major and Minor Division players must register before the Major and Minor Division drafts, respectively. Players that fail to register prior to the draft will be placed on a waiting list. Refer to section 4(g).
 - i. A player eligible for Major or Minor Division play, registering after the draft and placed on the waiting list, may be called up at the discretion of the Player Agent only if a spot becomes available after all Major/Minor Division spots have been filled.
- c. Players in the Major or Minor Division who drop out of the league for injury or other reasons may not return to the division that season. If there is any chance that the cause of the drop out is not season ending, it will be suggested to the parents that the player not drop out of the league. Players with a long-term injury will be required to produce a doctor's note with an estimated date of return to aid the Player Agent in determining whether or not to replace the player's spot on the team with a player from the waiting list or, if there is no player on the waiting list, then a player from a lower Division if deemed appropriate by the Player Agent(s).
- d. Players that wish to play in a drafted division (Minors, Majors and Juniors) must attend a tryout. The Board may make an exception if a player played in the same division the previous year. Players seeking an exception should contact a member of the Board prior to tryouts.

2. SCHOLARSHIPS/VOLUNTEERS:

- a. A family may request a waiver of any fees for cause. Such requests will be granted at the discretion of the Board; however, the family will be strongly encouraged to volunteer their time to assist the league.
- b. Volunteers are a vital part of the success of the league; however, their status as a volunteer may be revoked by the Board of Directors at any time.
- c. Background checks will be performed on ALL volunteers in accordance with the rules of Little League Baseball.
 - i. A screening committee of at least 3 Board Members will be appointed to review all volunteer applications returned with a negative finding.

1. Any negative finding application will be brought before the Board of Directors at their next regularly scheduled meeting with an appropriate recommendation regarding the applicant and whether the volunteer should be allowed to participate in Truckee Little League.
- d. All field and dugout volunteers must display league-issued field passes or pins at all times during practices and games.

3. DIVISION ALIGNMENT¹:

- a. Tee Ball Division Baseball is made up of 2 leagues, 4–5-year-olds (Rookies) and 5-7 year olds (Tee Ball) and is a non-competitive division. A player who is league age 4 is not eligible to play up in the 5–7-year-old Tee Ball division.
- b. AA Farm Division Baseball (Coach Pitch) is made up of league age 6–8-year-olds (primarily 6–7-year-olds) and is a non-competitive division.
- c. AAA Farm Division Baseball (Coach Pitch/Player Pitch) is made up of league age 7–10-year-olds (primarily 8- and 9-year-olds) and will be non-competitive for the first third of the season and competitive for the remainder of the season.
- d. Minor Division Baseball (Player Pitch) is made up of league age 8–11-year-olds (primarily league age 9-10 year olds) and is a competitive division. All league age 11-year-olds not playing in the Major Division will play in the Minor division unless the player requests and is afforded by the Board a waiver to play in a lower division. Players who played in the Minor Division the previous Spring season and who are not drafted into the Major Division will play in the Minor Division. In general, all League Age 10-year-olds who have played two complete Spring seasons in Truckee Little League spring AAA Division will play in the Minor Division unless they request to play in AAA Division. However, if a lack of space on Minors teams does not permit placing all such 10-yr-old players, the Board reserves the right to modify the requirements regarding mandatory placement of those players in the Minor Division in a given season only.
- e. Major Division Baseball is made up of league age 10–12-year-olds (primarily 11–12-year-olds) and is a competitive division. All 12-year-olds will play in the Major Division unless the player requests and is afforded by the Board a waiver to play in a lower division. All age eligible players who played in the Major Division the previous Spring season will play in the Major Division. In general, all 11-year-olds who have played two complete Spring seasons in Truckee Little League Spring Minor Division will play in the Major Division unless they request to play in Minor Division. However, if a lack of space on Majors teams does not permit placing all such 11-yr-old players, the Board reserves the right to modify the requirements regarding mandatory placement of those players in the Major Division in a given season only.

¹ All ages referenced in the By Laws reflect a player's league age per [Little League Baseball® Age Charts](#) for the season. In general, league age is a player's age on August 31 of that season.

- i. A 9-year-old may play in the Major Division with Board approval.
- f. Players must request and receive Board approval to skip a division unless age requirements automatically place them in the higher division.

4. PLAYER SELECTION AND DRAFT RULES:

- a. Number of Teams and Players per Team
 - i. The Board will determine the number of teams and the number of players per team for all divisions other than the Major Division and Juniors Division if more than one Juniors team is needed based on registration. In general, if a Juniors draft is required, the same provisions for drafts and player selection will be the same as Minors and Majors Divisions.
 - 1. All Major Division teams will be drafted to the same number of players, with a per team count of 12 or 13, with a roster of 12 or less preferred, if possible.
- b. Player selection:
 - i. The Player Agent in collaboration with the Tee Ball, AA and AAA Farm Division Coordinators will assign players to teams within their divisions with the goal of creating the most equitable teams in those divisions.
 - ii. Minor Division and Major Division will draft teams using Alternate Method for Plan B for existing leagues as outlined in the Little League Operating Policies – Local League Draft Methods.
 - iii. For each division draft, the Player Agent will create and provide to the drafting managers a pool of eligible players to be drafted based on the desired division indicated by the player's parents and other eligibility requirements.
- c. Those who may attend the draft include:
 - i. Team Managers
 - ii. Board Members invited by the Player Agent and President.
 - iii. Player Agent and Division Coordinator
 - iv. Additional administrative personnel as directed by the Player Agent.
- d. Draft Requirements:
 - i. Prior to each draft session, the player agent will announce the round of protection for each of the managers' children, including siblings, when applicable and per Options on Sons, Daughters, and Siblings as outlined in the Little League Operating Policies if the manager(s) have submitted their intent to exercise that option in writing to the Player Agent.
 - ii. The draft order will be determined by drawing numbers out of a hat.
 - iii. The draft order will be a serpentine format with the first selecting manager choosing the first player of the first round and the last player of the second round with each other manager selecting in their turn in succession, etc. Selection will continue in that order until all teams have been filled.

- iv. Draft selection considerations should be given to at least some of the following criteria during the draft process (not necessarily in this order): Age, skill, coaches' evaluations from previous year(s), desired division, sportsmanship, maturity, attitude, total years in Truckee (or other town) Little League, participation in other teams or leagues including but not limited to TLL Fall Ball and various Reno teams. At least some of these criteria, to the extent known, should be considered and weighed as part of the draft process.
- v. The following information will be made available to the members of the draft at draft night: Player name, age, grade, desired Division, total years and each completed Division in Truckee Little League, Coaches' Evaluations from previous years.
- e. Trades:
 - i. The Player Agent must approve all trades.
 - ii. Trades are permitted up to 24 hours after the last pick of the draft.
- f. Player Notification:
 - i. The Player Agent shall strictly prohibit managers from disclosing or notifying any individual or group of the draft results prior to 4:00 PM on the day designated by the Board as Announcement Day. Furthermore, managers are prohibited from disclosing draft results at any time if the Player Agent determines that the results are not finalized or that disclosure could result in complications or issues.
 - ii. Any violation of this rule will result in an immediate suspension of the offending manager for a minimum of one game. The Player Agent and President shall jointly determine the duration and timing of the suspension, which may extend beyond one game depending on the severity of the violation.
- g. Players who register after the draft and up to Opening Day will be added to a waiting list. Players on the waiting list may be assigned to a team in accordance with Little League adopted serpentine format if vacancies arise on teams in the appropriate division due to season-ending injuries or a player dropping out of the division for any other reason. Players will be added in the order in which their registration was received.
- h. The Player Agent, President, and the appropriate Division Coordinator(s) will determine the appropriate division to place each player who registers after the draft.

5. DIVISION RULES, GENERAL:

- a. All Divisions will use a continuous batting order consisting of all players in the game. Except for Tee Ball, once play begins, the lineup cannot be changed except to remove a player due to injury. Any late arrivals will be added to the end of the lineup.
- b. Team managers are responsible for the removal of all trash from the dugouts and surrounding areas after games.
- c. For AAA Farm, Minor, Major and Junior Divisions, the League will provide at least two umpires per game, per the schedule created by the Chief Umpire. Managers and coaches should not umpire in their own division unless no other umpires can be found.

- d. Slash bunts are prohibited. If a batter lines up for a bunt, then upon delivery of the pitch takes a full swing, that batter will be out, play will be dead, and runners may not advance.
- e. Sliding into bases is allowed in AAA Farm, Minor, Major and Junior Divisions. Per Little League Rule 7.08 (a)(4) all divisions below Juniors are allowed feet first sliding, with the exception if the runner is RETURNING to a base. Juniors are the only division allowing head first slides when advancing a base.
- f. Consistent with Little League rules, only the player currently batting is allowed to have a bat in their hands. There are no “on-deck” swings allowed in any Little League Division except the Juniors division.
- g. All players coaching a base must wear a batting helmet.

6. DIVISION RULES, SPECIFIC:

a. Tee Ball

- i. No game score or division standings are to be kept.
- ii. For the first half of the season, only practice sessions will be scheduled on weekdays.
- iii. All regular games will last at least 3 innings with no new inning beginning more than 1 hour 15 minutes after the scheduled start of the game.
- iv. All batters will hit the ball from the tee. Each batter will have enough swings to put the ball in play.
- v. Although outs will not be counted, a base runner that is put out by the defensive team will return to the dugout and not continue as the base runner in that $\frac{1}{2}$ of the inning.
- vi. Every player will bat each inning. An inning ends after the entire offensive team has batted. The last batter will continue advancing bases until either put out or the defensive team gets the ball to home plate.
 - 1. Throughout the season, each manager will rotate the batting order so that all players have an opportunity to bat from each position in the lineup.
- vii. The defense consists of all players present. The infield will consist of no more than one player at each of the following positions, catcher, pitcher, first base, second base, third base, and shortstop. The remaining players will be dispersed equally throughout the outfield as much as practical. Each player will spend equal time in the infield over the course of the season.
- viii. Each offensive player will advance one base per hit.
- ix. The defensive team may have up to three coaches in the field (preferably, one in the infield and two in the outfield). The offensive team may have up to two adult base coaches plus one coach at home plate assisting the batter. While the ball is in play, no volunteer will interfere with the play or touch the ball.

b. AA Farm

- i. Except as noted below, the AA Farm division will use traditional baseball rules.

- ii. A maximum of 4 innings will be played with no new inning beginning after one and a half hours beyond the scheduled start of the game. Each half-inning will end after three outs are recorded or the lineup has batted through once, whichever comes first.
- iii. The batting order will consist of all players at the game. Any late arrival will be added to the end of the lineup.
 - 1. Throughout the season, each manager will rotate the batting order so that all players have an opportunity to bat from each position in the lineup equally.
- iv. The defensive team will position ten players in the field, including four in the outfield. It will be a priority that each player spends equal time at each position. It may take several games to make the distribution approximately equal.
- v. The entire AA Farm season will be coach pitch with overhand delivery. The coach may elect to pitch from a kneeling or seated (e.g. on a bucket or similar) position. Each batter will have 6 pitches to hit. If the batter is unable to put the ball in play after 6 pitches, the batter will return to the dugout. If the last pitch is fouled, the batter will continue to receive another pitch.
- vi. Three outs made in the field changes the half inning. Strikeouts after 6 pitches do NOT count as outs.
- vii. No tees are to be used in AA during games. Players get 6 pitches from a coach.
- viii. There is no base stealing in AA Farm.
- ix. The defensive team may have up to three coaches in the field. The offensive team may have up to two adult base coaches and one coach pitching.
- x. Base Running:
 - 1. Base runners typically advance only one base per hit. However, they may advance an additional base(s) if the ball is batted into the outfield via a line drive or a ball hit to the grass (as opposed to a grounder that rolls past a fielder). Runners may advance until the ball is thrown or run into the infield.
 - 2. The practice of sending the last batter and players on bases around all bases to home plate (which occurs at the Tee Ball level) DOES NOT occur at the AA level.

c. AAA Farm

- i. Except as noted in this subsection, the AAA Farm Division will use traditional baseball rules.
- ii. The home team will bat in the bottom of the last inning even if they are in the lead.
- iii. The first third of the season will be non-competitive. The remainder of the season will be competitive, and a score will be kept, but standings will not be kept by the league.
- iv. A maximum of 5 innings will be played with no new inning beginning after one

hour and 45 minutes after the scheduled start of the game. Each half inning will end after 3 outs are recorded or the lineup has batted through once, whichever comes first.

- v. When “batting through the lineup,” the maximum total number of batters per each half-inning will be the same for both teams. The maximum number of at batters in the inning will be determined by the team with the greatest number of players. For example, if Team A has 12 players and Team B has 10, Team A will bat each of its 12 players once, but Team B will have two players that can bat twice in each inning. The players that bat twice will be determined by the sequential flow of the team’s pre-determined line-up.
- vi. The AAA Division has a 5 run per inning limit. The following clarifies that rule:
 - 1. Under no circumstances will a team be allowed to score more than 5 total runs unless the umpire has declared, before the inning began, that it will be the last inning of the game. Rule C.v. (“Batting through the line-up”) is still permissible but no additional runs beyond 5 will be scored.
 - 2. The fifth, or last inning, declared by the umpire before the new inning starts, shall not have a 5 run rule and all runs scored shall count.
- vii. Unless the defensive team has an insufficient number of players, the manager will position 9 players in the field, including only 3 in the outfield.
- viii. Each player will play at least one inning in the infield and one inning in the outfield in all games except those lasting 3 innings or less.
- ix. As practical, all players will be given equal opportunity to play most positions in the field. It may take several games to make distribution roughly equal. Safety of the player shall remain the top priority.
- x. **Pitching** -If a player pitcher throws 4 balls in an at-bat, an offensive team coach will come in and throw up to 3 overhand pitches to the batter. If the batter does not get a hit, then the batter is out. If the last pitch is fouled, the batter will receive another pitch. If a team’s pitcher or multiple pitchers hits 2 batters OR walks 4 batters in one inning, then an offensive coach will pitch overhand to his team the rest of the inning. The pitcher that was pulled at the time will play behind and a little to the side of the mound. When the pitcher is removed during an inning, the coach will finish that inning (5 pitches per batter unless the last pitch is fouled off). If a batter is hit by a pitch, the batter has an option to take first base or choose to have an offensive team coach pitch overhand up to 3 pitches to the batter, as above.
 - 1. Player pitch will occur in the 1st, 2nd, 3rd and 4th innings. Coach pitch will occur in the 5th. For the non-competitive portion of the season, defined in 6.c.iii, coach pitch will occur in the 5th inning; for the remainder of the season, including post-season play, player pitch will occur in the 5th inning. Managers must track and adhere to the pitch count rule (found in the rule book) throughout the season. If a team

runs out of pitchers, coaches can finish the game. The goal here is to develop pitchers for the Minors level.

2. Once a pitcher is removed from pitching, he or she may not pitch again during the game.
 3. If there is no umpire, we strongly suggest a coach or volunteer from the defensive team stand behind the pitcher and call balls and strikes.
 4. Each manager will work with potential pitchers throughout the season to prepare them for advancement to the Minor Division the following season. It is suggested that the manager or coach take potential pitchers off to the side to practice pitching while the rest of the team is out in the field during practice or a game. The game should continue at a good pace so that the defensive team does not lose interest.
 5. Little League pitching rules apply, and pitch count must be tracked.
- xi. The batting order will consist of all players at the game. Any late arrivals will be added to the end of the lineup.
1. Throughout the first half of the season, each manager will rotate the batting order so that all players have an opportunity to bat from each position in the lineup equally.
- xii. There is no base stealing in AAA Farm
- xiii. The defensive team may have up to two coaches in the field. The offensive team may have up to two adult base coaches and one coach pitching. It is encouraged that as the season develops, one base coach will be a player.
- xiv. Base Running: At the AAA level, all base runners are allowed to advance one extra base on an overthrow, including 1st base. There is no advancing on multiple overthrows. On balls coming from the outfield, once the ball is thrown from the outfield to the infield and is secured by a player within the infield, runners will return to their closest base. If the runner has already rounded a base and then the ball has been secured in the infield, the runner can continue to advance to the next base at his or her own risk. Runner may advance one base if the infielder that secured the ball from the outfield overthrows the ball trying to get the runner out.
- xv. Position Play - A player may not play more than 2 innings at one position. All players must play 1 inning of outfield and 1 inning of infield in each game. If a player is scheduled to play his/her 1 inning in the outfield or infield but the game time expires, that player must be scheduled for that position (infield or outfield) the following game and will play at least 2 innings at that position in the following game. Teams are to field only 3 outfielders at any one time during the game.
- xvi. Coaches - A maximum of 2 coaches may be allowed in the field of play while on defense. We require that 1 coach on offense be positioned near the backstop to retrieve passed balls and throw the passed ball back to the pitcher to speed up the

game.

- xvii. Home team provides an official scorekeeper, and the scorekeeper will be responsible for keeping the official score book via a digital scorekeeping application determined by the league (currently GameChanger Team Manager).

d. Minor and Major Divisions

- i. The Minor and Major Divisions will use the most current Little League Rule book. The following rules are in addition to and will be used in conjunction with the rule book.
 - 1. Each team will provide at least one scorekeeper for each game. The home team scorekeeper will be responsible for keeping the official score book via a digital scorekeeping application determined by the league (currently GameChanger Team Manager). Both scorekeepers will be responsible for ensuring the accuracy of the official score book and the pitching record before leaving the scoring booth after the game. The visiting team scorekeeper will run the scoreboard if a scoreboard is available and operational.
 - ii. Once all players on a team have met the mandatory play requirements per the Little League Rule Book, that team may freely substitute on defense.
 - iii. Either team being unable to field nine players at a game will not be cause for automatic forfeit.
 - 1. If a team feels they will be unable to field a full team for a future game, the manager may request to have the game rescheduled to another date or time. The request must be made at least 72 hours prior to the start of the game. Requests made later will be denied. Requests must be made through the Division coordinator who will have, in consultation with the umpire in chief, the sole discretion as to whether and when to reschedule the game. The game will be rescheduled at the convenience of the team that was able to field a team on the original date.
 - 2. If at game time, one or both teams have only eight players, the game will start with the team(s) low on players fielding the eight players. If a ninth player arrives after the game has started, he or she will be immediately inserted at the end of the lineup and to a position in the field if arrival is after that team's second defensive inning.
 - 3. If the game is forfeited or canceled for lack of players, a practice game may be played by using the available players at the field. All pitching rules, including pitch count rules, still apply to this practice game.
 - iv. For each game, the home team will be responsible for:
 - 1. Before the game:
 - a. Lining the field
 - b. Setting up the pitching mound at the appropriate distance
 - c. Setting up the scoreboard and/or scoreboard controls, if available and operable

2. After the game:

- a. Putting away the scoreboard and/or scoreboard controls, if used
- b. Locking the scorer's booth.

e. Special Minor Division Rules

- i. Each player will play a minimum of three defensive innings. If circumstances are such that the player is not able to meet the minimum play for a game, that player will start the next game and not be taken out for a substitute until the player's minimum requirements are met for the number of $\frac{1}{2}$ innings missed in the prior game as well as those required in the current game.
- ii. Roster openings on Minor teams occurring after the season has begun will not be filled from the AAA Farm Division unless the Player Agent deems that special circumstances warrant such a call-up.
 - 1. The Minor Division has a 5 run per inning limit, per the official Little League Rulebook. The following clarifies that rule:
 - a. Under no circumstances will a team be allowed to score more than 5 total runs unless the umpire has declared, before the inning began, that it will be the last inning of the game.
 - b. The sixth or last inning, declared by the umpire before the new inning starts, shall not have a 5 run rule and all runs scored shall count.
- iii. Minor Substitutions are to be reported every inning to score keepers who will record them in scorebooks or the scoring application (e.g. GameChanger).
- iv. The 15-run, 10-run and 8-run rule will be used per Little League Rule 4.10(e).
- v. No new inning will begin two hours after the game's start time. There will be a two and a half hour hard stop in which the game will revert to the result at the last completed inning if the new inning is not completed within the two and a half hours' time frame.
- vi. No runner may advance once the ball has been returned to the pitcher within the infield area at the completion of normal play. When the pitcher has the ball in the infield area, all runners must return immediately to the last base achieved and remain there until the next pitched ball crosses the plate. This rule shall not apply to a cutoff throw made to the pitcher from an outfielder during normal play. Completion of normal play shall be determined by the plate umpire in his/her judgment.
- vii. The plate umpire decision is final for all weather, darkness and field condition decisions.

f. Special Major Division Rules

- i. Major Division games have no time limit. The plate umpire will make the final call on ending a game.
- ii. Replacing Roster Spot Options and call-ups in the Major Division
 - 1. Replacement players will be purely at the discretion of the Player Agent in

accordance with Little League Rule book.

2. The parent of any player called up to the Major Division from the Minor Division during the season will have the right to refuse the call-up.
- iii. The 15-run, 10-run and 8-run rule will be used per Little League Rule 4.10(e).
- iv. The plate umpire decision is final for all weather, darkness and field condition decisions.

g. Juniors Division

Juniors Divisions will use the most current Little League Rule book.

7. END OF SEASON PROCESS:

- a. Regular season awards will be given to the first-place teams in the Minor and Major Divisions based on overall regular season record, including games played against other Little Leagues (e.g. North Lake Tahoe LL or Reno American LL). All teams in the AAA division will receive participation trophies for the regular season.
 - i. Ties will be broken as follows:
 1. 1st Tiebreaker: Overall record of games won against Truckee LL teams.
 2. 2nd Tiebreaker : Overall record between the tied teams. I.e. Head-to-Head if 2 teams are tied, and if more than two teams are tied, it will be the record of games played and won between the tied teams.
 - a. (Example: Teams A, B and C are tied. In games between teams A, B and C, team A's record is 2-2, team B's record is 3-1 and teams C's record is 2-2. Team B would be 1st, team A and C would be tied for 2nd).
 3. 3rd Tiebreaker : The team giving up the fewest season runs per inning [aka "Runs Allowed Ratio" (Total runs allowed divided by the total innings played)] will be declared the winner.
 4. 4th Tie Breaker : The team scoring the most season runs per inning [aka "Runs Scored Ratio" (Total runs scored divided by the total innings played)] will be declared the winner
 5. 5th Tiebreaker : The team with the most defensive inning shutouts.
 6. If still tied above, the winner will be determined by a coin flip.
 - b. In the AAA, Major and Minor Divisions, there will be a season ending tournament during the last week of the season. Teams will be seeded into the season ending tournament based on final Regular Season records, using the above tiebreakers, as necessary, to finalize seeding. The winner and runner up of the Minor tournament will receive medals or other awards and the Major Division winner will be awarded the Truckee Little League Milo Taylor Memorial Major Division Championship Trophy.

8. POST SEASON TOURNAMENT PLAY:

Purpose: The purpose of the TLL post season (All-Star) process is to field the most competitive postseason (All-Star) teams in each divisional tournament in as objective a manner as

possible. Players will be chosen based on playing ability, age and sportsmanship. With regard to age consideration, preference will be given to the oldest players in each division (e.g. League Age 12- year-olds have preference over League Age 11-year-olds in the 11/12 division). In certain situations, a younger player(s) might be moved to the older division if there is a consensus among both the regular season Managers and the Board that the player(s) in question would contribute more to the success of the "older" team than he/she would to the success of the "younger" team.

Every person participating in the all-star selection process is bound by the expectation of total confidentiality regarding ALL aspects of the process except for publication of the final rosters. Any discussions, straw votes, evaluations carried out during the process may not be discussed with ANY person not present at those meetings. Violation of confidentiality will result in penalties determined appropriate by the Disciplinary Committee or, if necessary, the TLL Board, up to and including expulsion from the league.

Up to 5 post-season tournament teams may be formed at the end of the season. The teams will be composed of a combination of any of the following: 9-10 Renegades and 11-12 Hooligans teams to compete in the Nevada District 1 Renegades/Hooligans tournament; 9-10 All-Star, 10-11 All-Star and 11-12 All-Star teams to compete in the Little League International Tournament. The number of teams to be fielded by TLL for post season play will be decided by majority vote of the TLL Board prior to final individual team selections per the process described below.

a. Player Selection process for Post Season Tournament Play

The Player Agent oversees the selection process. All post-season discussion will be overseen by the Player Agent(s). A Player Agent must be present at any discussion of postseason team composition. The President and/or VP will provide Board executive oversight. If the Player Agent is also a Manager in the division, that role in the postseason selection process will be filled by the President or VP. Final team selection is subject to approval by the President.

- i. All players who have played in 60% or more of the regular season games will be eligible to play on a post-season team.
- ii. The minimum and maximum number of players per team is determined by Little League International.
- iii. Selection of post-season teams will take place at a meeting of the Managers at or near the end of the regular season. Majors and Minors selection processes will be carried out independently. The Majors Managers will make the final selection of the 11-12 and 10-11 postseason teams. The Minors Managers will make the final selection of the 9-10 post-season team. All Managers are eligible to vote for players for postseason play in their respective divisions.
- iv. Selection Procedure
 1. Establishing Availability - Prior to the Postseason selection meeting, all parents will be contacted about the availability and commitment of players to participate fully in all post-season practices and tournament play. This will occur as soon as practical after the District announces the post-

season tournament schedule. This communication is to be drafted by the Player Agent or President and sent to all parents/guardians of Majors and Minors players. Post-season teams will be composed of players who are available and committed to participate throughout the entire postseason period.

2. Board Determination of Number of Post-Season Teams to Field –
 - a. In alignment with the purpose stated in Section 8, the Player Agent will assess the number of players available by age for each of the three potential All-Star teams (i.e. 9-10 year old, 10-11 year old, and 11-12 year old). They will also evaluate the compiled statistics and other available objective information.
 - i. The Player Agent will make an initial proposal to the Minors and Majors managers on the number of All-Star teams to field based on:
 1. Number of players available per age-group team,
 2. Consideration for younger player(s) contribution to “older teams” potential success,
 3. Overall balance of individual teams including but not limited to players regular season performance, ability to play multiple positions and adequate number of pitchers available to comply with Little League pitching rules for multi-day tournament play.
 - ii. Player Agent will hold a meeting with the Managers, and the Board President and/or Vice President to discuss and come to consensus on the number of All-Star teams to field. Reasons for the final determination will be documented and presented by the Player Agent
 - iii. Player Agent will present the outcome of this meeting to the Board with a recommendation for the Board to approve the recommendation by a majority vote.
 - b. Initial Voting -A week or two prior to the end of the regular season, the initial voting process will begin.
 - i. Manager voting
 1. Prior to the voting, the Player Agent will collect statistics on all players under consideration for the postseason . If the

league is not compiling statistics for all players, it is incumbent upon managers to provide them to the Player Agent(s). Failure to do so may result in decreased consideration for the post-season for players without statistics.

2. The Player Agent(s) will compile a list of all nominated players and distribute it to the Managers along with a summary of the statistics of each player on the list.
3. Managers will use what they have observed of players during the season along with the compiled statistics to vote on eligible players, ranking the players, 1-X, in order from best (1) to least good (X).
4. Completed ballots will be returned to the Player Agent(s) and President and/or Vice President to tally independently. Ballots will be confidential and will be seen only by the Player Agent and President and/or Vice President.
5. The Player Agent(s) and President and/or Vice President will independently compile the results and each produce a composite list of the players, ranked from 1 to X, based on the average of the Managers' votes. At least two people must independently compile the results. The Managers will see only the final compiled lists.

c. Final Selection

- i. At or near the conclusion of the regular season, the Player Agent(s) will convene a final selection meeting with the Managers of the respective divisions. The President and/or Vice President will also attend. The Managers will select the final make-up of the postseason teams, subject to the President's approval. The Player Agent will manage the meeting, oversee the process, and provide guidance to the Managers. The selection process should consider:
- ii. The results of the voting by Managers. The voting

results should be strongly considered. However, the Managers are not compelled to select teams solely based on the results of the initial vote.

- iii. The age of the players
 - iv. The ability of the players as displayed during the current season only, considering statistics showing actual performance during the season.
 - v. The positional ability of the players. For example, a player who is strong at a particular position may be selected over a generally higher-ranked player who is strong at a position that is already well represented by other players. Pitching and catching capability, adequate to cover the requirements of pitch counts and rest days during the tournament, are also good reasons to deviate from the voting results.
 - vi. The ability of the players to positively represent Truckee Little League. This consideration should include sportsmanship, emotional maturity adequate for a postseason tournament setting, game awareness, etc.
 - vii. The selection process should be directed towards developing the most competitive teams for Truckee Little League as described in the All-Star Purpose Statement. The goal of the Managers is NOT to get the most players from their regular season team onto a post-season team. They can provide information, statistics, judgments based on their greater knowledge of the players on their own regular season teams, but they should not "advocate" for them just because they were on the team.
 - viii. MINORS ONLY- For 10- or 9-yr-olds that played in the Majors division, strong consideration should be made for the higher level of regular season play these players encountered. Managers should also strongly consider the recommendations of the Majors managers regarding these players
- d. Based on the above considerations, the Majors Managers will develop preferred rosters for the Majors post-season teams, including any of the following: 12-11 All-Stars, 11-10 All-Stars, 12-11 Hooligans. The Minors Managers will develop preferred rosters for the Minors post-season teams, including

any of the following: 10-9 All-Stars, 10-9 Renegades. All selections and rosters must be approved by the President who will certify the final rosters.

- a. Manager and Coach Selection Process for Post-season Tournament Play
 - i. The selection of Managers and coaches of the post-season teams is made by the All-Star subcommittee of the board of directors, which will include at least:
 1. President of the League
 2. Vice-President
 3. Division Coordinator
 4. Player Agent(s)
 5. Chief Umpire
 - ii. In general, the President is precluded from managing a post-season team. In the event the President obtains a waiver and is considered for managing a post-season team then the Vice President will take the President's position on the subcommittee.
 - iii. Following the midpoint of the season, the Player Agent(s) and Division Coordinator for each division will solicit expressions of interest and availability for managing or coaching post-season teams from among the Managers and coaches of the regular season teams in each division. All-Stars managers MUST have been managers or coaches in the regular season, in conformance with the Little League Operating Manual. Managers and Coaches must commit to being available to participate during the entire postseason.
 - iv. After the post-season teams have been selected, the Board will review the requests to Manage and/or Coach for the team(s). The All-Star Subcommittee will recommend the Managers for postseason play and offer them for the President's approval. If the President is considered for Managing a post season team then the final approval is made by the Vice President. The final selection of the postseason Managers and Coaches will take place at the Board meeting or a time that is in line with the post season schedule.
 - v. Every consideration should be made by the All-Star Committee to align the Manager/Coach with their player whenever possible.
 - vi. Creation of an All-Star (11-12), (10-11) and (9-10) alternates list, to accommodate a player becoming unavailable or to add an additional coach as per the request of the postseason Manager will be determined by the All-Star subcommittee. Selection of additional players will be based upon the ranked order of the player, as determined by the Managers at the selection meeting.

9. BEHAVIOR AND DISCIPLINE

The principles behind appropriate behavior in Little League are founded on respect – respect for oneself, for others, and for the game. All participants in Truckee Little League (TLL) – including players, coaches, umpires, parents, spectators, and league officials – are expected to act in accordance with these principles. When respect breaks down, TLL has a disciplinary process to address inappropriate behavior.

a. Disciplinary Process

The disciplinary process is graduated and addressed at various levels based on the nature and severity of the infraction, its frequency, and whether it involves children or adults. These levels include:

i. Field Level

Issues at the field level are ideally resolved by the involved parties, such as between coaches, players, parents, and umpires. Managers are responsible for ensuring the appropriate behavior of their team members, including players, coaches, parents, and fans.

If an issue arises during a game, the umpire has the final authority to resolve the situation. If inappropriate behavior by an umpire occurs, the matter should be escalated to the next level.

ii. Board Level: Disciplinary Committee (DC)

The TLL Disciplinary Committee (DC) comprises the President, Vice President, Player Agent, Chief Umpire, and Safety Officer. Issues that cannot be resolved on the field or are of a more serious nature should be brought to the attention of any DC officer. The committee will discuss the circumstances, decide on a resolution, and implement it.

iii. Board Level: Full Board

More serious issues, or those unresolved by the DC, will be referred to the full board. The DC will present the issue, explain the steps taken so far, and the full board will vote on the appropriate response.

iv. Inter-League Issues

TLL competes with other leagues, and occasionally behavioral issues may arise between TLL members and members of another league. These issues should ideally be addressed on the field. If unresolved, they may be brought to the DC, which will determine how to resolve the matter between leagues.

If TLL imposes a sanction on a TLL member for actions involving another league, that league will be informed of the decision.

b. Inappropriate Behaviors

Inappropriate behavior undermines the principle of mutual respect and can take many forms. While TLL cannot anticipate every possible infraction, members are expected to uphold behavior standards appropriate to their roles. Examples of behaviors that could result in disciplinary action include, but are not limited to:

- Poor sportsmanship
- Challenging umpire calls
- Swearing
- Violating the confidentiality of the draft or all-star selection
- Damaging equipment or venues
- Consuming drugs or alcohol before or during a Little League event
- Threats or violence
- This list is not exhaustive.

c. Disciplinary Actions

Disciplinary actions for infractions may range from a phone call or email discussing the event, to a formal letter of reprimand or warning, to suspension from TLL activities for a defined period, up to expulsion from the league.

Expulsion from the league will always require a vote by the full board.