

# Pleasanton Foothill Little League



## Operations Manual

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## **I. INTRODUCTION**

This manual defines the responsibilities, conduct, and procedures of the Board of Directors, Managers, and Coaches in conducting the field operations of Pleasanton Foothill Little League (PFL). The contents of this manual are intended to define the options provided to PFL by Little League Baseball (LLB) rules and regulations and are intended to augment the LLB rules and regulations, not modify them. In all cases, it is the intention of PFL to follow the rules and regulations of LLB. If there should be a conflict between the contents of this manual and the LLB Regulations and/or rules, the LLB rules and or regulations, the LLB rules and or regulations will prevail.

This manual has been approved by the PFL Board of Directors and hereby becomes a permanent document in the operation of the league. This manual will be reviewed annually and is subject to revision with the approval of the PFL Board of Directors.

### **A. Acronyms**

LL – Little League

LLB – Little League Baseball Inc.

League – Pleasanton Foothill Little League

PFL – Pleasanton Foothill Little League

Board – Pleasanton Foothill Little League Board of Directors

### **B. References**

The main documents that establish the rules for PFL besides this operations manual are:

- Little League Operating Manual (aka, The White Book) (Updated annually; current year edition to apply)
- Official Regulations & Playing Rules of Little League Baseball (aka The Green Book) (Updated annually; current year edition to apply)
- Pleasanton Foothill Little League Constitution

## **II. GENERAL RESPONSIBILITIES AND MANAGER APPOINTMENT**

Any person who provides regular service to the league and has repetitive access to or contact with players or teams must complete and submit an official “Little League Volunteer Application.” This includes, but is not limited to managers, coaches, team parents, umpires, and all Board of Director Members and Officers.

Managers, Coaches and Players are under the direction of the League Player Agent and their respective Division Representatives and the Manager Representative. Division Representatives are responsible to the Manager Representative, who is responsible to Player Agent, PFL President, and Board. The general roles and responsibilities of the board and its officers are defined in the PFL Little League Constitution. The following additional roles are described below.

### **A. Manager Representative**

The Manager Representative for the league is responsible for all activities associated with recruiting, and leading PFL managers & coaches. This position can be assisted by Level Directors for each division.

## B. Division Representatives

Division Representatives are responsible for the general operation of his/her respective division. The Division Representatives and the PCA Representative should be the first point of contact for any questions or issues that arise from Managers/coaches or Parents. If unresolved, the Level Director will contact the Manager Representative, Player Agent and/or the President and Board for a resolution. Division Representatives will observe managers and coaches in their handling of children; holds Division Manager meetings as needed; is available for the selection of managers for their respective divisions if requested by the President, and answers the concerns/questions of the parents and manager protests. Minor & Major Division Representatives assist with tryouts and draft; act as an intermediary when trades are undertaken; allocate practice fields when a field coordinator is not available, and maintain a weekly and overall win/loss record for each team (Major and Minor Divisions only) unless this task is assigned to another league representative.

## C. Managers and Coaches

Managers and Coaches are appointed for all divisions by the League President. The manager/coach position shall be for a period of one (1) season. The one season period shall begin from the date of appointment by the League President and end at the conclusion of the last regular season game played by that manager's team. Each Manager will be held responsible for the conduct and ethics of coaches and players on his team and their parents.

Each Manager must conduct a parent meeting to discuss the purpose of Little League and review the Parent Code of Conduct. The manager must also obtain the names of the Team Parent and potential scorekeeper(s). The manager must keep the above information current with their respective Level Director. Managers are required to participate in the annual clinics and/or training: 1) Managers must attend either District Sponsored or Local League Sponsored training. 2) "AI & AI" Clinics, when available, should have Team representation (Managers preferred) 3) Managers or Coach serving as a team representative must attend an umpire/rules clinic (not mandatory for Farm or T-Ball Managers). 4) Aforementioned training is paid for by PFL.

To be eligible to manage a PFL team, the manager must attend the following three training sessions:

1. PCA Training
  2. The PFL Rules Meeting
  3. The PFL Manager Meeting
- (Any exceptions must be approved by the league president)

To be considered a candidate to manage a PFL All-Star or tournament team, it is recommended that the manager attend all baseball skill training made available by PFL.

D. Team Scorekeepers

Team Scorekeepers will be responsible to keep the official score of the game. The Home Team provides the official scorekeeper who shall utilize the Official League Score Books and complete the Pitching statistics.

Scores will NOT be kept in the Single A, Farm and T-Ball divisions. Standings will be maintained for Majors, AAA, and AA.

E. Team Parents

Team Parents will be a representative to the PFL Board and assist with Team activities such as field day, snack shack, fundraising, sponsorships, and other activities sponsored by the League.

### **III. EQUIPMENT**

The PFL Equipment Manager is responsible tracking all PFL equipment and for the proper distribution of the baseball equipment to each of the teams in all the divisions.

The team manager will sign for equipment when it is received. By signing for the equipment he understands the following:

- A. Managers are responsible for the safe keeping, maintaining good condition and preventing loss of all equipment and uniforms issued to them.
- B. It is the responsibility of the Manager to request issue of replacement or additional equipment from the Equipment Manager during the season.
- C. Managers must return all equipment issued to their team at the time and place designated by the Equipment Manager. Failure to return league property may result in suspension from the league and further action if necessary.

### **IV. DIVISION ELIGIBILITY**

Little League Age is determined by the player's age as of April 30 of the current season. Any exceptions to the conditions below must be approved by the Player Agent on an individual player basis. The board will make safety the primary factor in its decision.

A. T-Ball: 5-6 years old (Introduction to Baseball)

Players are placed on teams, generally grouped by neighborhood and possibly by special request of the parents. Coaches may submit a team (or partial team) of players they would like to coach. If a player has never played baseball before, it is recommended that the player participates in T-Ball unless demonstrated size or baseball skill warrants placement in a higher division.

Note: 4 year olds will be considered on a case-by-case basis, subject to Little League Rules and insurance requirements.

B. Farm: 6 – 7 year olds (Machine Pitch)

Players are placed on teams, generally grouped by neighborhood and possibly by special request of the parents. Coaches may submit a team (or partial team) of

players they would like to coach. If a 6 year old player has played one year of T-Ball he may request to move to Farm.

C. Minor A: 7- 8 year olds (Introduction to Player Pitch)

Players are placed on teams, generally grouped by neighborhood and possibly by special request of the parents. Coaches may submit a team (or partial team) of players they would like to coach. If a 7 year old player has played one year of Farm he may request to move to Single A.

D. Minor AA: 8-10 year olds (Introduction to Competitive Division)

Players will participate in PFLI evaluations and be selected based on their skill. Any 8 year old who wants to be considered for AA must attend evaluations. This does not guarantee placement in AA since it is Draft based and all 9 and 10 year old remaining in the Draft will take priority. All 11 year olds will be put in AAA.

E. Minor AAA: 9-12 year olds (Competitive Division)

Players will participate in PFLI evaluations and be selected based on their skill. All 12 and 11 year olds remaining after the Major Draft must be placed in AAA. Per LLI rules, the default is that all 12 year olds will be placed in Majors unless their parent(s) specifically requests AAA and signs a District 57 approved waiver. Note: 12 year olds may not pitch in AAA.

F. Major 10 – 12 year olds (Advanced Competitive Division)

While 10-year old players are eligible for the Major Division Draft, it is recommended that deference be given to 11 & 12 year old players. When two players of comparable skills are available, deference to the older player is recommended. Players not drafted to the Majors will be placed in the Minor Draft. Any player wishing to be considered for Majors must attend a Major Evaluation.)

G. Junior 13 – 14-year olds

13 and 14-year olds must attend tryouts and will be placed on a Junior Team using a Draft System.

H. Senior 14 – 16-year olds

14-year olds must attend tryouts and are eligible for either the Junior or Senior Division based on a Draft System. 15 & 16-year old players must tryout and will be placed on a Senior Team using a Draft System.

I. Big League 16 – 18-year olds

A Big League program exists for District 57. Current, there is a combined team on a district-wide basis. More information can be found in the District 57 Policy Manual, which is on the PFLI website (<http://www.pflionline.org/>)

## **V. REGISTRATION**

Registration dates will be scheduled by the Board.

- A. The Registrar and Player Agent shall assist in coordinating registration on the dates scheduled. They will recommend the registration dates and fees to the Board, which is responsible for the ratification or modification of the proposal.
- B. PFLC registration information fliers shall be approved by the School District and distributed to the schools (where permissible) by October first. The previous season's registration information may be used as a mailing list and banners may also be used to further promote the registration process.
- C. The League Website will have the registration information and registration form available.

## **VI. EVALUATIONS**

- A. Evaluations will be scheduled by the Board and will be held for the following divisions: Minors AA & AAA, Majors, Juniors, and Seniors.
- B. All players wishing to play in one of the Divisions listed above **MUST** attend an evaluation. This includes players who are already locked on to a team due to a parent either managing or coaching a team.
- C. Players may try out for Minors or Majors. Only those 11, 10 and 9 year olds that attend the Major evaluation can be considered for Majors.
- D. At the end of evaluations, all managers and any independent rater will turn in their completed evaluations sheets to the Player Agent. This data will be tabulated, compiled and distributed to all managers at least 5 days prior to the draft along with ranking of players according to their average cumulative score.
- E. All players will be evaluated as follows:
  - 1. Being timed as player runs to first base (twice)
  - 2. Ground balls at shortstop, throwing to first base (3 times)
  - 3. Fly balls to right field, throwing home (3 times)
  - 4. Hitting pitches from a pitching machine (5 pitches, more as time allows)
  - 5. Optional: throw 5 pitches to be evaluated for pitching skills

## **VII. SELECTION OF PLAYERS (DRAFT)**

Refer to Addendum 1 for the PFLC draft procedure.

## **VIII. PLAYERS AND TRANSFERS**

- A. No player transfers will take place with less than 2 weeks remaining in the season.
- B. Managers may replace a player who has moved, quit or becomes injured to a degree which would prohibit his or her return during the remainder of the season. Reasons for a player being lost to a team during the playing season:
  - 1. Moves to another city or state too distant to commute for practice or play
  - 2. Injured and will not be able to return to play within a reasonable period of time
  - 3. Personal reasons decided to terminate his/her association with the team or League
  - 4. Any other justifiable reason that has been reviewed and approved by the Board

- C. A Major team losing a player has the option to pull up any eligible (has attended a Major evaluation) player from either the AAA or AA division with the players consent. An AAA team losing a player has the option to pull up any player from the AA division with the players consent. An AA team losing a player has the option to pull up any eligible (attended evaluations) 8 year old player from the A division with the players consent.
- D. The Manager of the team losing a player shall advise the Player Agent within 48 hours. The Player Agent shall advise the President and the Board. For Major Division only: If loss of player is approved, the President will send a letter of release to the player and the parents. This action creates an opening for replacement on the roster.
- E. The Manager and Player Agent shall review the available player list (as maintained by the Player Agent) of the younger division and select a replacement. The replacement becomes a permanent member of the team.
- F. If a player misses two consecutive games or practices, without notification to the Manager, the Manager shall attempt to contact said player to estimate the player's participation status. The Manager shall notify the Manager Representative within two days of the second consecutive game or practice missed if he is unable to contact the player.
- G. The Manager Representative will then investigate the status of the player and report findings to the Player Agent. If the Player Agent determines the player has abandoned his participation status, the Manager will be notified that his team has an official vacancy and paragraph VIII items 4) will apply.
- H. Major teams must pull up 11 or 12 year olds from the Minors who have been approved by the Player Agent. Minor players who were requested "Minor Only" by their parents at registration will be eligible to be pulled up to Majors only after parental approval.
- I. Only one player from a team can be selected for re-assignment. Each team must lose a player before a second player from the team can be chosen.
- J. Managers may request the availability of certain players through the Player Agent. Managers or any person affiliated with the team will not make contact with the parents or the player being considered. The Player Agent will coordinate all details of the transfer with the parent(s) and the player.
- K. Should a Manager be found in violation of these selection rules, the request for a specific player will be denied and the Player Agent will assign a player to fill the vacant roster position.

## **IX. GAME OPERATIONS:**

### **A. Local Rules**

The rules cited here are PFL rules and take precedence over those in the official Little League rule book, which otherwise prevail under all circumstances as the official rules.

For all divisions, the home team will occupy the 3<sup>rd</sup> base dugout and the visiting team will occupy the first base dugout. Where no formal dugout exists (aka, T-Ball, the

home team will be on the 3<sup>rd</sup> base side and the visiting team will be on the 1<sup>st</sup> base side.

### 1. **T-Ball**

T-Ball is a developmental division focusing on instruction, learning and fun.

- a. All games are a minimum of two (2) and a max of three (3) innings.
- b. Total game time is one and a half hours.
- c. Managers are encouraged to rearrange the batting order for each game.
- d. Managers are encouraged to rearrange the defensive order after each inning during the game.
- e. All players bat once in each inning and must bat two (2) times and no more than three (3) times per game.
- f. The last batter up in each inning always scores a home run (this should be rotated so every player gets to do this once or twice).
- g. Each team may field all players on defense, but excess after eight (8) or nine (9) – [two pitchers] must be in the outfield.
- h. All players advance to first base even if they don't hit the ball.
- i. The maximum number of bases on a hit is two.
- j. There is no base stealing or leading.
- k. Each player must hit from the tee for the first five (5) games and should get approximately four (4) to six (6) attempts to hit the ball from the tee before advancing to first base.
- l. Starting with game six (6), each player must hit from the tee for the first inning and should get approximately four (4) to six (6) attempts to hit the ball from the tee before advancing to first base. Starting with the second inning (with game six), you can coach pitch to each player (unless the player wants to hit from the tee). Each batter will get only four (4) coach pitches. If the player does not hit the four (4) coach-pitched balls, the player will hit from tee. During this attempt from the tee, the player will only get four (4) attempts to hit the ball from the tee before advancing to first base.
- m. If the defensive team makes an out, the offensive team player stays on base.
- n. There is no limit to the number of outs in an inning.
- o. Coaches may be in the outfield with the defensive team.
- p. Coaches should be stationed at home, first base and third base with the offensive team.
- q. There is no catcher position allowed.
- r. All players must be monitored and seated in a safe location while waiting to bat (seated on a bucket).
- s. There will be NO on deck circle for batter warm ups.
- t. Coaches for the home team are responsible for putting out and taking in the bases.
- u. No standings and scores will be kept.

### 2. **Farm Division**

Farm is a developmental division focusing on instruction, learning and fun.

General Rules for Farm:

- a. No "on deck" batter. Batter cannot handle a bat until it is batter's turn at bat.
- b. Players must attempt to avoid collisions at all bases ("Must Avoid Rule") by sliding or other means. Runners are out if they do not avoid collisions (2008 Umpire's Rules Book - Rule 7.08 (a) (3) Page 72).
- c. The Infield Fly Rule will not be used.

#### Special Rules for Farm:

- a. Bases will be set at 45 feet instead of the normal 60 feet.
- b. No more than three (3) adults (manager & 2 coaches) are to be in the dugout or on the field. There are no umpires at this level.
- c. One (1) adult will be allowed to be on the field for defensive positioning purposes.
- d. **Pitching:** The players will hit pitches from a pitching machine. They cannot walk and there are no called strikes (players are encouraged to swing at all good pitches). In the first half of the season, after 5 pitches the player uses the "T", in the 2<sup>nd</sup> half of the season, after three swings, the player is out (except in the case of a foul ball on the last swing).
- e. **Batting:** All players must bat at least 3 times per game. After the 4<sup>th</sup> inning, if it looks unlikely that a team would be able to achieve its 3-at-bat minimum, that team will bat in a continuous order through the entire line-up.
- f. **Run Maximum:** A team can score a maximum of 3 runs per inning. The inning is over after 3 outs are made or 3 runs are scored, whichever come first.
- g. **Defensive Field:** Each team shall field 10 defensive players. Players may sit out 1 inning per game **ONLY**. Those players who do not sit out in a game will be the first to sit out in the next game.
- h. **Bunting:** Bunting is **NOT** allowed.
- i. **Base Stealing:** Base stealing is **NOT** allowed.
- j. **Overthrows:** Players may advance a maximum of one (1) base.
- k. **Game Length:** No new innings are to be started after 1 hour 30 minutes from game time
- l. Starting players must be rotated from game to game.
- m. No scores or standings are kept.

### 3. Minor A Division

Minor A is a developmental division focusing on instruction, learning and fun.

#### General Rules for Minor A:

- a. No "on deck" batter. Batter cannot handle a bat until it is batter's turn at bat.
- b. Players must avoid collisions at all bases (must avoid rule) by sliding or other means. Runners are out if they do not avoid collisions.
- c. The Infield Fly Rule will not be used.

#### Special Rules for Minor A:

- a. Continuous batting order: every player bats regardless of whether or not he is playing a position in the field.
- b. Every player plays a defensive position for at least half of the game. Because some games at this level will not play 6 full innings, managers should ensure each child plays half of the game on defense. Players should not sit out 2 consecutive innings. Playing time should be fairly equal throughout the line-up, throughout the positions. The goal is to develop every player at every position (exceptions can be made for pitcher, catcher and first base based on safety if some players do not have the skill).
- c. There is no restriction on players entering or exiting positions on the field, except for when the player pitching starts.
- d. Pitching
  - i. Games 1 – 8: Machine pitch for all innings.

- ii. Games 9 – 16: Machine pitch for first 3 innings, player pitch for remaining 3 innings.
- iii. After the first two games in which players are pitching, the managers will have a quick discussion regarding how successful they boys are, and how we want to proceed.
- iv. Rules for Machine Pitch:
  - 1. Place the machine on the top of the pitching mound. Speed should be set between 29 – 31 mph. (The generator works best in centerfield - less noise, but make certain it's far enough out of play so that no one is injured: check the gas level before the game).
  - 2. Coach from batting team will feed the machine, and will also act as the umpire.
  - 3. Only swinging strikes will be counted. No “called” strikes when using the machine. There will not be a maximum pitch count, but players will be encouraged / reminded to swing the bat to keep the game moving.
  - 4. 3 strikes and you're out (except foul ball on third strike).
  - 5. No walks.
  - 6. Fielding team will ‘man’ the pitcher position. Pitcher will stand on either side of the pitching machine. The pitcher may switch sides depending upon which side the batter hits.
  - 7. Bunts are not allowed. We want the boys to learn to hit (accidental swinging bunts are allowed).
- v. Rules for Player Pitch
  - 1. Players will pitch from the bottom of the mound on the temporary pitching plate ~38 - 40 feet from home plate (plate available at All-Star Sports).
  - 2. Keep a close eye on the pitch count since each pitcher will be kept to a maximum of 30 pitches, regardless of how many outs they have made in the inning that they pitch.
  - 3. The same pitcher cannot pitch 2 consecutive calendar days.
  - 4. Balls and strikes will be called only from behind the mound when the player is pitching. The coach calling balls & strikes from behind the pitcher, that coach will also call the bases. If called from behind the catcher, the coach behind the pitcher will call the bases.
  - 5. No walks. If the batter takes ball 4, then the pitching machine is used to continue the at bat. The hitter retains the number of strikes he had when ball four was thrown. For example, if the count on the batter was 3 balls, 1 strike when ball 4 was pitched, the hitter has two strikes remaining when the machine is used. Only swinging strikes are counted with the machine, no “called” strikes with the machine.
  - 6. Once a pitcher is removed from the pitching position, he may not return to the pitcher position.
  - 7. A batter who is hit by a pitch thrown by the pitcher may elect either to take first base or continue hitting against the pitching machine. The hitter retains the number of strikes he had when he was hit.

- 8. Bunts are not allowed. We want the boys to learn to hit (accidental swinging bunts are allowed).
- e. No stealing of any base (second, third or home). On defense we want the boys to think about getting the lead runner in a force out, or to turn a double play.
- f. Each half inning has a 5 run limit. Once 5 runs have scored, the side is retired.
- g. Outfielders must play on the grass, and middle infielders must play either at or behind the base line. Don't play the corners in too tight for safety reasons.
- h. Athletic cups are mandatory. The boys should get used to wearing them.
- i. Minimum of 7 players needed to field a team.
- j. Overthrows:
  - i. Overthrow of first base in an attempt to throw out the batter: Keep the batter-runner at first base.
  - ii. Overthrow of second base in an attempt to throw out the runner in force play: Runner gets a maximum of one base – regardless of where the ball goes, and the runners advance at their own risk (he could be thrown out at third).
  - iii. Overthrow of third base in an attempt to throw out the runner from second who is attempting to advance to third base: Runner cannot advance.
- k. "Should I send the runner home?" On a batted ball, the runner should end up where he would have ended up if the boys were playing better baseball. For example...
  - 1. Base hit to outfield: single, double or triple depending how far the ball is hit.
  - 2. Runner on first, base hit to outfield: Hold the runner at either second or third depending if the hit was a single or double.
  - 3. Runner on second, base hit to outfield: If the ball is thrown back to the infielder before the runner reaches third base, hold the runner at third. If the runner touches third before the ball is thrown into the infield, send the runner home.
- l. Adults may not warm up pitchers (Little League rule).
- m. Defensive coaches may be on the field standing in the left and right field corners to help instruct the defensive players.
- n. The game length will be 1 hour and 30 minutes. No new innings can be started after this limit.
- o. No scores or standings will be kept

#### 4 Minor AA

Minor AA is a developmental division that should focus on instruction, learning and fun but also introduce the players to competitive baseball.

##### General Rules for AA:

- a. No "on deck" batter. Batter cannot handle a bat until it is batter's turn at bat.
- b. Players must avoid collisions at all bases (must avoid rule) by sliding or other means. Runners are out if they do not avoid collisions. This is an umpire judgment call that cannot be protested. Runners will not be called out for incidental contact.
- c. The **Infield Fly Rule** will not be played

In order to provide the proper training for all players and to get players prepared for post-season tournament play, the season will be divided in half. During the first half of the season, teams will play with the following Local Rules:

Special Rules for AA (First half of season):

- a. For the first half of the season, the players will pitch from 42' using a pitching plate secured on the front of the mound. At coaches' discretion, a player may pitch from 46' in the 1<sup>st</sup> half. In the 2<sup>nd</sup> half, all pitchers will pitch from 46'.
- b. No more than three (3) adults (manager & 2 coaches) are to be in the dugout or on the field.
- c. All players will be in the batting lineup regardless if they are playing defensively or not.
- d. All players must play at least 9 defensive outs and not sit out more than -1 consecutive inning and 2 total innings.
- e. All players must sit out at least 1 inning over the course of 9 innings.
- f. Player Rotation: Players are limited to 3 innings per game at any one position (the outfield is considered one position (regardless if right, center or left field). Players should be given the opportunity to play every position at least 2 innings during the season (unless they specifically ask not to play a particular position).
- g. Starting players must be rotated from game to game.
- h. Run maximum: There will be a 3 run max rule per inning except for the last inning which is unlimited.
- i. The umpire will decide at the beginning of an inning if it is to be the last, and will announce how much time is remaining
- j. Bunting: Bunting is NOT allowed.
- k. Base Stealing: There will be no lead offs and no base stealing.
- l. Overthrows: Players may advance a maximum of one (1) base for all overthrows on a play. Runners may not advance after overthrows between catcher & pitcher after a pitch.
- m. Game Length: No new innings are to be started after 1 hour 45 minutes from game time. At 2 hours, the game will be called (Hard Stop). Umpires may declare at the start of an inning that it will be the last inning, at which time the 3-run inning limit rule is removed. Games can end in a tie. In the event of darkness, or Hard Stop the score will revert back to the last complete inning.
- n. Standings will be maintained and posted on the PFL website for playoff seeding purposes.
- o. Only managers may speak with umpires; no exceptions.

Special Rules for AA (Second half of season):

AAA rules will be followed during the second half of the season with the following exceptions:

- a. Time and Run limits;
- b. No Infield Fly Rule;
- c. A runner cannot score on a steal, passed ball or wild pitch;
- d. A runner can only advance one base on a pitch that was not batted. If the runner starts on first base and steals second, and the catcher overthrows second base attempting to throw out the runner, that runner cannot advance to third.

The Manager Rep. will determine when the season is half way over. Generally, the season will be half way when a team has played half its games. If one team has played half its games and the opponent has not, AAA rules will apply.

#### 4. **Minor AAA Division**

AAA is a competitive division, while still focusing on instruction, learning and fun.

General Rules for AAA:

- a. No “on deck” batter. Batter cannot handle a bat until it is batter’s turn at bat.
- b. Players must avoid collisions at all bases (must avoid rule) by sliding or other means. Runners may be called out if they do not avoid a collision. This is an umpire judgment call that cannot be protested. Runners will not be called out for incidental contact.
- c. No player age 12 year olds may pitch (Little League Rule – Regulation V)

Special Rules for AAA:

- a. No more than three adults (manager & 2 coaches) are to be in the dugout or on the field.
- b. A team can score a maximum of 5 runs per inning, except for the last inning, which is unlimited. The umpire will decide at the beginning of an inning if it is to be the last. There is no mandatory concession rule.
- c. Game length: No new innings are to be started after two (2) hours past game time. Umpires may declare that a start of an inning will be the last inning, at which time the 5-run inning limit rule is removed. Games can end in a tie. In the event of darkness, the game will revert back to the last complete inning. Exception: If there is no following game scheduled (or if the following game has been canceled) on the field and there is no inclement weather or darkness, there shall be no time limit on the game. In the event a game is tied after 6 innings, all effort should be made to play extra innings to avoid ending in a tie within the constraints of sunlight and the time limit.
- d. All players will be in the batting lineup whether they are playing defensively or not.
- e. All players must play at least 9 defensive outs and not sit out more than 2 consecutive innings
- f. Standings will be maintained and posted on the PFL website.
- g. Only managers may speak with umpires; no exceptions.

#### 5. **Majors Division**

The Majors is a competitive division made up of the advanced players in the League. There should still be a focus on instruction, learning and fun.

Majors draft rules:

- a. Any player that participates in Majors will return to Majors the following season. These players will be called “Property Players.”
- b. Property Players will be selected first in the Major Draft. When all Property Players are assigned to a team, other eligible players will be drafted.
- c. Each season, all Property Players will be redrafted; they will not stay with the same team.

General Rules for Major:

- a. No “on deck” batter. Batter cannot handle a bat until it is batter’s turn at bat.

- b. Players must avoid collisions at all bases (must avoid rule) by sliding or other means. Runners are out if they do not avoid collisions. This is an umpire judgment call that cannot be protested. Runners will not be called out for incidental contact.

**Special Rules for Major:**

- a. No more than three adults (manager & 2 coaches) are to be in the dugout or on the field.
- b. All players must play at least 6 defensive outs and 9 defensive outs is encouraged.
- c. Majors will be observing the 10 run “Mercy Rule” after completion of 4 innings.
- d. Majors will implement continuous batting, which means that all players present will be in the batting order. Late-arriving players will be added to the bottom in the order that they arrive. If a player is not present (i.e., not on the field of play or in the dugout) at the time the lineups are exchanged before the game, that player may not be in the lineup until he/she arrives. Then, that player’s name is added to the bottom of the order.
- e. Since there is continuous batting, there can be no Special Pinch Runners (SPRs)
- f. Games cannot end in a tie
- g. Standings will be maintained and posted on the PFL website.
- h. Only managers may speak with umpires; no exceptions.

**B. Pitch Count Procedures - 2010 Regular Season Pitching Rules**

**1. Pitchers**

- a. Any player on a regular season team may pitch. (**NOTE:** There is no limit to the number of pitchers a team may use in a game.)
- b. A pitcher once removed from the mound cannot return as a pitcher. **Junior, Senior, and Big League Divisions only:** A pitcher remaining in the game, but moving to a different position, can return as a pitcher anytime in the remainder of the game, but only once per game.
- c. The manager must remove the pitcher when said pitcher reaches the limit for his/her age group as noted below, but the pitcher may remain in the game at another position:
  - League Age
  - 17-18 105 pitches per day
  - 13 -16 95 pitches per day
  - 11 -12 85 pitches per day
  - 9-10 75 pitches per day
  - 7-8 50 pitches per day

**Exception:** Exception: If a pitcher reaches the limit imposed in Regulation VI (c) for his/her league age while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs: 1. That batter reaches base; 2. That batter is put out; 3. The third out is made to complete the half-inning.

**Note 1: A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day.**
- d. Pitchers league age 14 and under must adhere to the following rest requirements:
  - i. If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed.
  - ii. If a player pitches 51 - 65 pitches in a day, three (3) calendar days of rest must be observed.
  - iii. If a player pitches 36 - 50 pitches in a day, two (2) calendar days of rest must

- be observed.
- iv. If a player pitches 21 - 35 pitches in a day, one (1) calendar days of rest must be observed.
- v. If a player pitches 1-20 pitches in a day, no (0) calendar day of rest is required. Pitchers league age 15-18 must adhere to the following rest requirements:
- vi. If a player pitches 76 or more pitches in a day, four (4) calendar days of rest must be observed.
- vii. If a player pitches 61 - 75 pitches in a day, three (3) calendar days of rest must be observed.
- viii. If a player pitches 46 - 60 pitches in a day, two (2) calendar days of rest must be observed.
- ix. If a player pitches 31 -45 pitches in a day, one (1) calendar days of rest must be observed.
- x. If a player pitches 1-30 pitches in a day, no (0) calendar day of rest is required.

#### Pitch Count Monitoring

- e. The game's official scorekeeper (home team) will also be the official pitch count recorder.
- f. The pitch count recorder must provide the current pitch count for any pitcher when requested by either manager or any umpire. However, the manager is responsible for knowing when his/her pitcher must be removed.
- g. The official pitch count recorder should inform the umpire-in-chief when a pitcher has delivered his/her maximum limit of pitches for the game, as noted in Regulation VI (c). The umpire-in-chief will inform the pitcher's manager that the pitcher must be removed in accordance with Regulation VI (c). However, the failure by the pitch count recorder to notify the umpire-in-chief, and/or the failure of the umpire-in-chief to notify the manager, does not relieve the manager of his/her responsibility to remove a pitcher when that pitcher is no longer eligible.
- h. Violation of any section of this regulation can result in protest of the game in which it occurs. Protest shall be made in accordance with Playing Rule 4.19.
- i. A player who has attained the league age of twelve (12) is not eligible to pitch in the Minor League. (See Regulation V – Selection of Players)
- j. A player may not pitch in more than one game in a day. (Exception: In the Big League Division, a player may be used as a pitcher in up to two games in a day.)
- k. At the conclusion of the game, both managers must sign the pitch count ledger. The home team is responsible to send in the final score and pitch count tally to the designated league official immediately following the game (same day) so it may be posted to the PFL website.
- l. For any discrepancy between the local Pitch Count Rule and Little League Rules, the Little League Green Book shall take precedence.

#### NOTES :

1. The withdrawal of an ineligible pitcher after that pitcher is announced, or after a warm-up pitch is delivered, but before that player has pitched a ball to a batter, shall not be considered a violation. Little League officials are urged to take precautions to prevent protests. When a protest situation is imminent, the potential offender should be notified immediately.
2. Pitches delivered in games declared "Regulation Tie Games" or "Suspended Games" shall be charged against pitcher's eligibility.
3. In suspended games resumed on another day, the pitchers of record at the time the game was halted may continue to pitch to the extent of their eligibility for that day,

provided said pitcher has observed the required days of rest.

**Example 1:** A league age 12 pitcher delivers 70 pitches in a game on Monday when the game is suspended. The game resumes on the following Thursday. The pitcher is not eligible to pitch in the resumption of the game because he/she has not observed the required days of rest.

**Example 2:** A league age 12 pitcher delivers 70 pitches in a game on Monday when the game is suspended. The game resumes on Saturday. The pitcher is eligible to pitch up to 85 more pitches in the resumption of the game because he/she has observed the required days of rest.

**Example 3:** A league age 12 pitcher delivers 70 pitches in a game on Monday when the game is suspended. The game resumes two weeks later. The pitcher is eligible to pitch up to 85 more pitches in the resumption of the game, provided he/she is eligible based on his/her pitching record during the previous four days.

**Note:** The use of this regulation negates the concept of the “calendar week” with regard to pitching eligibility.

### C. Tie-Breaker Criteria (for Majors, AAA and AA)

1. Head-to-head record
2. Head-to-head runs allowed (least)
3. Cumulative runs allowed (least)
4. Cumulative runs scored (most)
5. Coin toss

## X. PLAYOFF PROCEDURE

For those levels that elect to have a playoff after regular season play (typically Majors and Minor AAA), the format is as follows:

### A. Four Team Format

1. First place must lose twice.
2. First plays fourth and second plays third. If first place wins their first game, then their opponent in the championship must defeat them twice to win the title.
3. If first place loses their first game, they are placed in the championship game while the other two first round winners play each other to determine who will face them.

### B. Five Team Format

1. First place must lose twice. Fourth place plays fifth place.
2. The winner advances to play in a four-team format playoff (described above in section A).
3. First plays fourth and second plays third. If first place wins their first game, then their opponent in the championship must defeat them twice to win the title.
4. If first place loses their first game, they are placed in the championship game while the other two first round winners play each other to determine who will face them.

### C. Six Team Format

1. 1<sup>st</sup> place must lose twice to be eliminated from playoffs.
2. 1<sup>st</sup> place plays 6<sup>th</sup>, 2<sup>nd</sup> plays 5<sup>th</sup>, 3<sup>rd</sup> plays 4<sup>th</sup>.
3. If 1<sup>st</sup> loses to 6<sup>th</sup>, then go to “Four Team Format” and this counts as a loss for the 1<sup>st</sup> place team.
4. If 1<sup>st</sup> wins (6<sup>th</sup> is out); the winner of 2<sup>nd</sup> vs. 5<sup>th</sup> plays the winner of 3<sup>rd</sup> vs. 4<sup>th</sup>; the winner of that game advances to play 1<sup>st</sup> in finals, and must beat 1<sup>st</sup> twice.

#### D. Seven Team Format

1. 1<sup>st</sup> place must lose twice to be eliminated from playoffs
2. 7<sup>th</sup> place plays 6<sup>th</sup> place and the winner moves on; loser is out
3. Go to Six Team Format (Section X, Paragraph C) above.

#### E. Eight Team Format

1. First place must lose twice. Therefore, they will replay a team if they lose to that team in any given round of the playoffs. After first place has one loss, no more replays are required.
2. First plays eighth, second plays seventh, third plays sixth, and fourth plays fifth. The winners move on to the next round. First will play the lowest seed remaining team; the other two remaining teams will play each other. If first has not yet lost a game in the playoffs, their opponent must defeat them twice.
3. The two winners of round two will play for the championship. If first is still in the playoffs and has not yet lost a game in the playoffs, their opponent must defeat them twice.

#### F. Awards

PFLL will provide trophies for the 1<sup>st</sup> place finishers of the regular season for Majors, AAA and AA.

## **XI. FORFEITURES**

Pursuant to Rule of the LLB, Inc. “Official Regulations and Playing Rules”, if a game cannot be played because of the inability of either team to place nine players on the field before the game begins, and the manager has notified the Player Agent at least 48 hours in advance of the game, then such games will be rescheduled. Within 48 hours, the team with less than nine players forfeits the game. However, if both teams are unable to place nine players on the field before the game begins and neither manager has contacted the Player Agent at least 48 hours in advance, this shall be referred to the Board for a decision. Acceptable reasons for not being able to field nine players include: sickness, injury, school event, special church or family event, etc. Unacceptable reasons for not being able to field nine players: playing a game in another baseball league.

## **XII. GAME SCHEDULES**

The PFLL President or designee will create all division game schedules based on field availability. The schedules are generally ready the end of February. Game

changes due to rainouts, etc. will be coordinated through the Division Representatives, Scheduler, and Field Coordinator, based on field and team availability.

**A Make up Game Policy**

Inevitably, games will need to be rescheduled due to weather, field conditions, field availability, and other criteria beyond the control of PFL. Games will only be rescheduled for Majors, AAA, and AA. Rescheduled games will be played on Fridays and Sundays (other days may be used but are not likely due to field availability).

The league scheduler, the appropriate level director, and the UIC/Umpire Coordinator will work together to reschedule games. The teams that will play will be given at least ten (10) days notice prior to a rescheduled game (in order to plan pitching rotations). If a team cannot play a rescheduled game, they must inform the scheduler at least seven (7) days prior to the game. Each team will be given one free “rescheduling” pass of a make-up game. After that, if a team cannot make the game, they will forfeit the rescheduled game. Furthermore, if the team that cannot make the rescheduled game and fail to inform the scheduler at least seven (7) days in advance, they will forfeit the game and lose their free “rescheduling” pass.

If a team does not give at least three (3) days notice (independent of any other penalties they have already incurred) AND the field is prepped & the umpires arrive for their game, they will be fined \$50 to cover the expense incurred by PFL. Subsequent games will result in forfeiture until the fine is paid to the league president, treasurer, registrar, or other designee of the league president.

### **XIII. ETHICS AND CONDUCT**

- A. Managers will conduct themselves and see that the coaches and parents conduct themselves in a manner befitting the players of the League at all times. Managers are responsible for conducting themselves with the pinnacle of sportsmanship at all times, both as an example to players & parents and as a steward of LLB. Any behavior less than this pinnacle of sportsmanship will not be tolerated and may result in suspension or removal from the league.
- B. Any player arguing with an umpire, League official, manager, or coach, will immediately be removed from the game by his manager.
- C. The conduct of the players on the bench and their vocal attitude toward the opposing players or team are the responsibility of the manager. “Bench Jockeying” or heckling the other team will not be allowed at any time. The home plate umpire or any of the officiating staff has the authority to halt the game and give the team manager a warning concerning inappropriate conduct of his players or parents. Should the umpires need to stop the game a second time due to a team not heeding the first warning, the umpire may suspend the game and file a full report with the Level Director, Player Agent, League President and Umpire in Charge. The report, in writing shall consist of:

1. Date, time, inning, score and teams involved.
  2. All personnel involved: managers, coaches, players, parents and spectators (if applicable).
  3. A full description of the events leading up to the game suspension.
  4. All umpires who were part of the umpiring crew are to sign the report. If concurrence among the umpires is not possible, then those umpires not concurring must still sign the report and note the areas with which they do not concur.
  5. The report must be filed within 24 hours of game suspension to the Player Agent.
  6. Should the umpire crew not provide a report, the PFLB Board member on duty shall submit a report.
- D. Smoking and use of tobacco will not be permitted at any PFLB function. Alcoholic beverages are strictly prohibited from all PFLB functions and the adjacent parking lots. Use of alcoholic beverages prior to practices or games is strictly prohibited. Should there be indications of alcohol use, i.e. breath, instability, obnoxious behavior, etc. that person may be ejected from the premises by any board member, manager, coach or umpire.
- E. All managers and coaches must adhere to the following: NO foul language will be used toward players, umpires, opposing team personnel, or spectators at any time. Managers or coaches will not belittle, or physically discipline any player.
- F. Managers and coaches are required to hold regularly scheduled practices with their teams to prepare for games. The team manager or coach will notify all team players regarding practices, game schedules, field days, re-scheduled or makeup games and other league business as the Level Director makes them aware.
- G. A MAXIMUM OF 3 SCHEDULED PRACTICES ARE TO BE HELD IN 1 WEEK. Further restrictions on practices and practice times are as follows:
1. Pre-season – 3 practices
  2. 1 game week – 3 practices
  3. 2 game week – 2 practices
  4. 3 game week – 1 practice
  5. All practices are limited to 2 Hours.
  6. Farm & T-ball practices are not to go past 7 p.m.
  7. Minor, Major and Juniors practices are not to go past 8 p.m.,
  8. Senior practices are not to go past 9 p.m.
- H. No Manager, Coach, or representative of the League shall transport players in the open bed of a pickup truck.

Suspensions for violations of these rules may be imposed by concurrent agreement of the President and the Player Agent. The President and Player Agent with the approval of the Board shall determine length of suspensions. Multiple suspensions may result in permanent removal as a manager or coach.

Manager and coach evaluations will be conducted mid-season and at the end of the season. These will be made available to the managers and coaches as a form of feedback as soon as the League can distribute them; this should be done swiftly since timely feedback is important.

## **XIV. PLAYER DISCIPLINE AND CONDUCT**

- A. Players are required to actively participate in all official practices and games scheduled by their managers and PFL. In the event that a player is unable to participate because of prior commitments, vacations, or illness or injury, it is the player or his parents' responsibility to notify the manager, coach or Player Agent of their inability to participate.
- B. Any player willfully destroying or stealing PFL property can be suspended for the balance of the season.
- C. Players shall not use foul language, obscene gestures, or instigate disruptions among other players or teammates. Fighting will not be tolerated.
- D. All players will report to the field for scheduled games in full uniform. No unauthorized uniforms will be allowed for league players without prior approval of the Board.
- E. No customized jerseys and/or pants, jackets, or undershirts not recognized as baseball undershirts, will be allowed. Only uniforms approved by the Board may be worn. The only permitted customization is names on the top back of jerseys for jerseys NOT to be returned at the end of the season.
- F. Players shall report for a scheduled game in uniforms that are clean, in good repair, and no damaged hats, or steel cleats.
- G. The manager shall notify the Commissioner 24 hours in advance of game time regarding any player to be disciplined. This notification will be in the form of a letter or e-mail from the Manager or Coach to the Commissioner. A copy of the notice will be forwarded to the parents of the player and the Player Agent.  
Actions resulting from notice of discipline are as follows:
  - 1. **First Notice** - Player to play only minimum required time.
  - 2. **Second Notice** - Player will not play the next scheduled game.
  - 3. **Third Notice** - A referral to the Board will be made to determine the player's eligibility to continue participation in the program.
  - 4. **Exception: Fighting is grounds for immediate ejection and subject to discipline of second notice.**

### **H. The Discipline Committee and Process**

The discipline committee is appointed by the President, normally consisting of the league VP, the PCA representative, and the Managers' representative. The goal of the committee is to investigate situations that occur in the league that deviate from the spirit & intent of Little League Baseball with respect to behavior or actions and then to determine the best solution to that situation. The committee will carefully follow an objective process to fully understand the situation before making a recommendation to the President.

The process is as follows:

- 1. Fact-based information gathering (no inference, no assumption)
  - a. Identify all the right people for input to the library of facts
  - b. Examine any and all evidence
- 2. Review disputed facts & information, if any dispute exists
- 3. Examine implications of the situation to the league
- 4. Consider rule or process changes to improve the situation

5. Consider personnel issues, such as sanctions or replacement
6. Prepare a final report with a recommendation for consideration
7. Submit the report to the PFL President

The President will take the Discipline Committee's report as consultative input in rendering a decision for any investigated situation. The President's judgment will be final.

## **XV. ALL STAR POLICY**

All rules that pertain to Tournament at any level as outlined by Little League Baseball, Inc., either in the Official Regulations & Playing Rules, the Operating Manual, or any other Official Publication will supersede any policy.

### **A. Player Eligibility**

A player must have played in at least 60% of the scheduled games during the season to be eligible. Sixty percent of games include post-season play. (i.e. a player who joined the team mid-season, or who was ill or injured and did not play in at least 60% of the games, would not be eligible.)

Player must not have reached stage 3 (Third Notice) of the disciplinary process during the season. The Player Agent and League President will ensure that this rule is strictly enforced.

### **B. Selection Process**

#### **1. Manager Selection**

The Managers for the All Star Teams will be proposed to the Board by the Manager Representative. The Board will review the recommendations, and final selections will be heavily weighted by Parent/Player evaluations and Umpire scorecards. The selected Manager will be allowed to select his/her supporting Coaches. Once again, Board approval is required and the Coaches will be approved based on the same criteria as the Manager.

The Managers for the All Star teams should come from the Divisions from which the majority of players from that team come. To be eligible to be the Manager of an All Star team you must have been a Manager during the regular season. To be one of the two Coaches on an All Star team you must have been either a Manager or one of the recognized Coaches during the regular season.

#### **2. Player Selection**

The All Star teams are intended to represent the best players available to put together competitive team to play in post season play. In order to achieve the best opportunity for success, the teams will be age pure for each age group.

There will be five age groups representing the PFL All Stars:

- a. 12 year old All Stars

- b. 11 year olds All Stars
- c. 10 year olds All Stars
- d. 9 year olds (Tournament Red-Team)
- e. 8-9 year old (Tournament Black-Team)

14 players maximum can be on each of the All Star teams. Little League requirements indicate that in order to allow 1 Manager and 2 Coaches per team you must have 13 eligible players suited for the game. If you have less than 13 players you will only be allowed a Manager and one Coach on the field. For each season, the All-Star Manager and the Board will decide how many players to carry on the roster (typically 13 or 14).

The All Star teams will be selected by a combination of Player, Managers, and Coaches ballot votes and by the responsible All Star Manager.

The ballots will be delivered to the teams towards the end of the regular season and will be filled out by the Players, the Manager and two supporting Coaches from each team. The Ballots will immediately be collected by the Player Agent or a representative from the Board. The Ballots are to be filled out by the Players while removed from the Managers and Coaches; there shall be no suggestions or recommendations from the Manager and Coaches to the Players. The Players, Managers and Coaches will each vote for 10 players; the eight players with the highest number of votes will automatically be placed on the All Star Team. The Manager of the All Star Team will select the balance to a maximum of six players from the eligible list with the guidance of the regular season Managers.

The results of the Ballots and selection process of the remaining six players is closed to all except for Board members and Managers. The results of the Ballots are not to be shared outside of the aforementioned group.

The final All Star rosters must be approved by the Board and may not be announced until June 15<sup>th</sup>.

Listed below are the voting criteria for the different All Star divisions.

**12 Year Old All Star Team:**

In general, the majority if not all players for the 12 year old All Star team will come from Majors due to the more intense level of play.

All players in the Major Division will vote from a list of eligible 12 year old players from the Major Division for the 12 year old All Star Team, the 8 players with the highest votes will automatically be placed on the Team.

The AAA Division will also vote for eligible 12 year old players from that Division, these selected players will be recommended for consideration to the All Star Team.

**11 Year Old All Star Team:**

In general, the majority if not all players for the 11 year old All Star team will come from Majors due to the more intense level of play.

All players in the Major Division will vote from a list of eligible 11 year old players from the Major Division for the 11 year old All Star Team, the eight players with the highest votes will automatically be placed on the Team.

The AAA Division will also vote for eligible 11 year old players from the AAA Division, and these selected players will be recommended for consideration to the All Star Team.

**10 Year Old All Star Team:**

In general, the majority of players for the 10 year old All Star team will come from AAA. Any 10 year old players in the Major Division will supersede a spot from the mandatory eight players selected by the AAA Ballot unless the Major Managers feel that a player from the Major division should not be on the Team. In the event that there are eight or more 10 year old players in Majors, then the Major Ballot will supersede the AAA Ballot and the process outlined in the 12 and 11 year old All Star selection will followed.

All players in the AAA Division will vote from a list of eligible 10 year old players from the AAA Division for the 10 year old All Star Team, the 7 players with the highest votes will automatically be placed on the Team (note caveat mentioned above).

The AA Division will also vote for eligible 10 year old players from that Division, these selected players will be recommended for consideration to the All Star Team.

**9 Year Old Tournament Team (A and B):**

If the number of 9 year old players in the AAA Division will support a Tournament Team (A), then another 9 year old Tournament Team (B) will be created from the players in the AA Division. If there are not enough players in AAA to support a team which contains at least 10 players from AAA then there will only be a single team made up of a combination of players from AAA and AA.

All players in the AAA Division will vote from a list of eligible 9 year old players from the AAA Division for the 9 year old Tournament Team, the eight players with the highest votes will automatically be placed on the team. The AA Division will also vote for 8 and 9 year old players. The balance (if required) of the roster for the 1<sup>st</sup> 9 year old Tournament Team will be filled with the 9 year old players with the highest votes. If only one Tournament Team is to be created then 8 year olds may also be placed on that team. If two teams are to be created, the Manager

of the Tournament Team (B) may need to select more the 7 players since some of the eight from the ballots may have been moved to Tournament Team (A).

A sample ballot may be added to the appendix.

## **XVI. OPERATIONS MANUAL DOCUMENT HISTORY**

January 14, 2010 - Version 5.0 Approved by the PFL Board of Directors  
December 16, 2008 - Version 4.1 Approved by the PFL Board of Directors  
November 11, 2008 – Version 4.0 Approved by the PFL Board of Directors  
June 3, 2008 – Version 3.0 Approved by the PFL Board of Directors  
March 11, 2008 – Version 2.0 Approved by the PFL Board of Directors  
March 13, 2007 – Version 1.0 Approved by the PFL Board of Directors

# Addendum 1

## PFLL 2010 Draft Process

	Majors	AAA	AA
# of Teams	4	6	7
# of Players/Team	12	12	11-12
Player Ages	12, 11,10	12, 11, 10, 9	10, 9, 8

### Major Division Draft:

Teams will redraft the entire roster each year (excluding Managers sons or daughters)

Following the Evaluations and on a date to be announced by the Player Agent, Major Managers will gather with the Player Agent and other Board Members as needed to manage the Draft for the purpose of selecting players. Each team shall be comprised of 12 players.

**Caution:** Managers are never to disclose the position in which a player was drafted. Any evaluation results or notes taken during the draft process should never be shared with anybody not present at the Draft and should be disposed of with care or left with the Player Agent for proper disposal. Players may not be contacted after the Draft until the Board has approved the teams and the Player Agent has sent a notification to each Manager.

### Draft Rules:

1. All 12 year olds must be drafted to Majors unless they have filled out and sent in the Little League Waiver form
2. No team may have more than eight 12 year olds.
3. Only players of ages 12-10 may be drafted to Majors, 9 year olds may only be drafted with prior Board and parent approval.
4. All Property players must be drafted first; no team may skip a turn during this phase.
5. Any player, once selected to a Major division team, will referred to as a “Property Player or Returning Player” and will automatically be in Majors as long as the player plays continuously in PFLL, and until the player reaches League age 13.
6. In order to keep the draft process moving, the Player Agent will call out a time limit if any Manager is taking too long to make a selection. At the end of that time limit the Manager in question may forfeit his/her turn or the Player Agent may place the next highest ranking player in that slot.
7. The Player Agent will resolve any impasses or conflicts.

### Draft Procedure:

- **Options:** Managers sons/daughters will be slotted based on the following conditions. If the player is a Property player, they will be slotted in the last available round of the Property player selection phase. If the player is new to Majors, they will be slotted in the last available round (11 or 12) of the 2<sup>nd</sup> phase (New) of the draft. If the Manager has two or more players, these players will be

slotted in the appropriate phase of the draft (Property or New) based on evaluation results and consensus of the other Managers. If there is an impasse during this slotting phase, the Player Agent will slot the player.

- **Brothers/Sisters Options:** Any Manager may use an option on two or more brothers and/or sisters who are eligible draft candidates. When the first brother or sister is selected, the Manager exercising the option must declare his/her intent to use the option, and the manager automatically selects the brother or sister with his/her next draft selection or at the discretion of the Player Agent the player may be slotted at any later round.
- **Draft Order:** The draft order will be determined by having the managers drawing a number out of a bag. Starting with #1, the manager will get to select in which draft position they would like to be slotted, next will be #2 and so forth until all slots are filled.
- **Draft Sequence:** The draft will follow a “serpentine” format. The draft will proceed from Team-1 through Team-N, and rather than starting at Team-1 at the beginning of the 2<sup>nd</sup> round; the draft sequence will reverse itself from Team-N through Team-1 and continue on in the serpentine fashion as shown in the draft sheet below.
- **Mandatory Picks:** Since no team may have more than eight 12 year olds, the Player Agent will monitor the number of 12 year olds left on the board. When that number equals the number of available slots left not including the last round, the Player Agent will declare that no player aside from a 12 year old may be selected at this point. One exception to this rule is if a team already has eight 12 year olds on the team.

**Reference:** For the 2010 Season, there will be 16 returning Property Players. This means that rounds 1-4 will be used for the 1<sup>st</sup> phase of the draft. At round 5, new players will begin to be drafted.

	Major-1	Major-2	Major-3	Major-4
Manager				
Coach				
1	1	2	3	4
2	8	7	6	5
3	9	10	11	12
4	16	15	14	13
5	17	18	19	20
6	24	23	22	21
7	25	26	27	28
8	32	31	30	29
9	33	34	35	36
10	40	39	38	37
11	41	42	43	44
12	48	47	46	45

### **Minor Division Draft (AAA):**

Teams will redraft the entire roster each year (excluding Managers sons or daughters)

Once the Major Division rosters have been filled, and on a date to be announced by the Player Agent, AAA Managers will gather with the Player Agent and other Board Members as needed to manage the Draft for the purpose of selecting players. Each team shall be comprised of 12 players.

**Caution:** Managers are never to disclose the position in which a player was drafted. Any evaluation results or notes taken during the draft process should never be shared with anybody not present at the Draft and should be disposed of with care or left with the Player Agent for proper disposal. Players may not be contacted after the Draft until the Board has approved the teams and the Player Agent has sent a notification to each Manager.

### **Draft Rules:**

1. All 12 and 11 year olds not drafted to Majors must be drafted to AAA.
2. Only players of ages 12-9 may be drafted to AAA, 8 year olds may only be drafted with prior Board and parent approval.
3. Any player, having played AAA in the previous season must be drafted into AAA again assuming he was not drafted into Majors.
4. In order to keep the draft process moving, the Player Agent will call out a time limit if any Manager is taking too long to make a selection. At the end of that time limit the Manager in question may forfeit his/her turn or the Player Agent may place the next highest ranking player in that slot.
5. The Player Agent will resolve any impasses or conflicts.

### **Draft Procedure:**

- **Options:** Managers sons/daughters will automatically be slotted in rounds 11 and 12. If the Manager has two or more players, these players will be slotted based on evaluation results and consensus of the other Managers. If there is an impasse during this slotting phase, the Player Agent will slot the player.
- **Brothers/Sisters Options:** Any Manager may use an option on two or more brothers and/or sisters who are eligible draft candidates. When the first brother or sister is selected, the Manager exercising the option must declare his/her intent to use the option, and the manager automatically selects the brother or sister with his/her next draft selection or at the discretion of the Player Agent the player may be slotted at any later round.
- **Draft Order:** The draft order will be determined by having the managers draw a number out of a bag. Starting with #1, the manager will get to select in which draft position they would like to be slotted, next will be #2 and so forth until all slots are filled.
- **Draft Sequence:** The draft will follow a “serpentine” format. The draft will proceed from Team-1 through Team-N, but rather than starting at Team-1 at the beginning of the 2<sup>nd</sup> round, the draft sequence will reverse itself from Team-N through Team-1 and continue on in the serpentine fashion as shown in the draft sheet below.

- Mandatory Picks:** Since all returning AAA players, and all 11 and 12 year olds must be drafted to AAA, the Player Agent will monitor how many of these players are left on the board. When that number equals the number of available slots left not including the last round, the Player Agent will declare that no player aside from these players may be selected at this point

	AAA-1	AAA-2	AAA-3	AAA-4	AAA-5	AAA-6
Manager						
Coach						
1	2	3	4	5	6	
2	11	10	9	8	7	
3	14	15	16	17	18	
4	23	22	21	20	19	
5	26	27	28	29	30	
6	35	34	33	32	31	
7	38	39	40	41	42	
8	47	46	45	44	43	
9	50	51	52	53	54	
10	59	58	57	56	55	
11	62	63	64	65	66	
12	71	70	69	68	67	

## **Minor Division Draft (AA):**

Teams will redraft the entire roster each year (excluding Managers sons or daughters)

Once the AAA Division rosters have been filled, and on a date to be announced by the Player Agent, AAA Managers will gather with the Player Agent and other Board Members as needed to manage the Draft for the purpose of selecting players. Each team shall be comprised of 11-12 players.

**Caution:** Managers are never to disclose the position in which a player was drafted. Any evaluation results or notes taken during the draft process should never be shared with anybody not present at the Draft and should be disposed of with care or left with the Player Agent for proper disposal. Players may not be contacted after the Draft until the Board has approved the teams and the Player Agent has sent a notification to each Manager.

## **Draft Rules:**

1. All 10 and 9 year olds not drafted to AAA must be drafted to AA.
2. Any player, having played AA in the previous season must be drafted into AA again assuming he was not drafted into AAA.
3. In order to keep the draft process moving, the Player Agent will call out a time limit if any Manager is taking too long to make a selection. At the end of that time limit the Manager in question may forfeit his/her turn or the Player Agent may place the next highest ranking player in that slot.
4. The Player Agent will resolve any impasses or conflicts.

## **Draft Procedure:**

- **Options:** Managers sons/daughters will automatically be slotted in rounds 11 and 12. If the Manager has two or more players, these players will be slotted based on evaluation results and consensus of the other Managers. If there is an impasse during this slotting phase, the Player Agent will slot the player.
- **Brothers/Sisters Options:** Any Manager may use an option on two or more brothers and/or sisters who are eligible draft candidates. When the first brother or sister is selected, the Manager exercising the option must declare his/her intent to use the option, and the manager automatically selects the brother or sister with his/her next draft selection or at the discretion of the Player Agent the player may be slotted at any later round.
- **Draft Order:** The draft order will be determined by having the managers draw a number out of a bag. Starting with #1, the manager will get to select in which draft position they would like to be slotted, next will be #2 and so forth until all slots are filled.
- **Draft Sequence:** The draft will follow a “serpentine” format. The draft will proceed from Team-1 through Team-N, but rather than starting at Team-1 at the beginning of the 2<sup>nd</sup> round, the draft sequence will reverse itself from Team-N through Team-1 and continue on in the serpentine fashion as shown in the draft sheet below.
- **Mandatory Picks:** Since all returning AA players, and 9 and 10 year olds must be drafted to AA, the Player Agent will monitor how many of these players are left on the board. When that number equals the number of available slots left not

including the last round, the Player Agent will declare that no player aside from these players may be selected at this point.

	AA-1	AA-2	AA-3	AA-4	AA-5	AA-6	AA-7
Manager							
Coach							
1	1	2	3	4	5	6	7
2	14	13	12	11	10	9	8
3	15	16	17	18	19	20	21
4	28	27	26	25	24	23	22
5	29	30	31	32	33	34	35
6	42	41	40	39	38	37	36
7	43	44	45	46	47	48	49
8	56	55	54	53	52	51	50
9	57	58	59	60	61	62	63
10	70	69	68	67	66	65	64
11	71	72	73	74	75	76	77
12	84	83	82	81	80	79	78

# Archive: PFLL 2009 Draft Process

	<b>Majors</b>	<b>AAA</b>	<b>AA</b>
<b># of Teams</b>	<b>4</b>	<b>5</b>	<b>6</b>
<b># of Players/Team</b>	<b>12</b>	<b>12</b>	<b>11-12</b>
<b>Player Ages</b>	<b>12, 11,10</b>	<b>12, 11, 10, 9</b>	<b>10, 9, 8</b>

## Major Division Draft:

Teams will redraft the entire roster each year (excluding Manager and Coaches sons or daughters)

Following the Evaluations and on a date to be announced by the Player Agent, Major Managers and Coaches (one per team) will gather with the Player Agent and other Board Members as needed to manage the Draft for the purpose of selecting players. Each team shall be comprised of 12 players.

**Caution:** Managers are never to disclose the position in which a player was drafted. Any evaluation results or notes taken during the draft process should never be shared with anybody not present at the Draft and should be disposed of with care or left with the Player Agent for proper disposal. Players may not be contacted after the Draft until the Board has approved the teams and the Player Agent has sent a notification to each Manager.

## Draft Rules:

8. All 12 year olds must be drafted to Majors unless they have filled out and sent in the Little League Waiver form
9. No team may have more than eight 12 year olds.
10. Only players of ages 12-10 may be drafted to Majors, 9 year olds may only be drafted with prior Board and parent approval.
11. All Property players must be drafted first; no team may skip a turn during this phase.
12. Any player, once selected to a Major division team, will referred to as a “Property Player or Returning Player” and will automatically be in Majors as long as the player plays continuously in PFLL, and until the player reaches League age 13.
13. In order to keep the draft process moving, the Player Agent will call out a time limit if any Manager is taking too long to make a selection. At the end of that time limit the Manager in question may forfeit his/her turn or the Player Agent may place the next highest ranking player in that slot.
14. The Player Agent will resolve any impasses or conflicts.

## Draft Procedure:

- **Options:** Managers and Coaches sons/daughters will be slotted based on the following conditions. If the player is a Property player, they will be slotted in the last available round of the Property player selection phase. If the player is new to Majors, they will be slotted in the last available round (11 or 12) of the 2<sup>nd</sup> phase

(New) of the draft. If between the Manager and the Coach there are more than two players, these players will be slotted in the appropriate phase of the draft (Property or New) based on evaluation results and consensus of the other Managers. If there is an impasse during this slotting phase, the Player Agent will slot the player.

- **Brothers/Sisters Options:** Any Manager may use an option on two or more brothers and/or sisters who are eligible draft candidates. When the first brother or sister is selected, the Manager exercising the option must declare his/her intent to use the option, and the manager automatically selects the brother or sister with his/her next draft selection or at the discretion of the Player Agent the player may be slotted at any later round.
- **Draft Order:** The draft order will be determined by having the managers drawing a number out of a bag. Starting with #1, the manager will get to select in which draft position they would like to be slotted, next will be #2 and so forth until all slots are filled.
- **Draft Sequence:** The draft will follow a “serpentine” format. The draft will proceed from Team-1 through Team-N, but rather than starting at Team-1 at the beginning of the 2<sup>nd</sup> round; the draft sequence will reverse itself from Team-N through Team-1 and continue on in the serpentine fashion as shown in the draft sheet below.
- **Mandatory Picks:** Since no team may have more than eight 12 year olds, the Player Agent will monitor the number of 12 year olds left on the board. When that number equals the number of available slots left not including the last round, the Player Agent will declare that no player aside from a 12 year old may be selected at this point. One exception to this rule is if a team already has eight 12 year olds on the team.
- **2<sup>nd</sup> Coach Option:** If a team has a known 2<sup>nd</sup> Coach, that team may protect that player by slotting them in the 1<sup>st</sup> available round (round 1 for Property Players, 1<sup>st</sup> round after the last Property Player has been selected for new players). The 2<sup>nd</sup> Coach must be a recognized Coach and must be shown to be active on the field at practices and games and he must be approved by the Board in the same fashion as the Manager and 1<sup>st</sup> Coach.

**Reference:** For the 2009 Season, there will be 18 returning Property Players. This means that rounds 1-3 will be used for the 1<sup>st</sup> phase of the draft. At round 4, new players will begin to be drafted. Also, there are a total of 33 players of Little League age 12 that have elected to play Majors; this means that three teams will have eight 12 year olds, and one team will have nine 12 year olds (and approved by Little League International).

Manager Coach	1	2	3	4
1 3rd Coach	1	2	3	4
2	8	7	6	5
3	9	10	11	12
4	16	15	14	13
5 Coach (P)	17	18	19	20
6 Mgr/Coach	24	23	22	21
7 Mgr/3rd Coach	25	1	2	3
8	7	6	5	4
9	8	9	10	11
10	15	14	13	12
11 Coach (NP)	16	17	18	19
12 Manager (NP)	23	22	21	20

### ***Minor Division Draft (AAA):***

Teams will redraft the entire roster each year (excluding Manager and Coaches sons or daughters)

Once the Major Division rosters have been filled, and on a date to be announced by the Player Agent, AAA Managers and Coaches (one per Team) will gather with the Player Agent and other Board Members as needed to manage the Draft for the purpose of selecting players. Each team shall be comprised of 12 players.

**Caution:** Managers are never to disclose the position in which a player was drafted. Any evaluation results or notes taken during the draft process should never be shared with anybody not present at the Draft and should be disposed of with care or left with the Player Agent for proper disposal. Players may not be contacted after the Draft until the Board has approved the teams and the Player Agent has sent a notification to each Manager.

### **Draft Rules:**

6. All 12 and 11 year olds not drafted to Majors must be drafted to AAA.
7. Only players of ages 12-9 may be drafted to AAA, 8 year olds may only be drafted with prior Board and parent approval.
8. Any player, having played AAA in the previous season must be drafted into AAA again assuming he was not drafted into Majors.
9. In order to keep the draft process moving, the Player Agent will call out a time limit if any Manager is taking too long to make a selection. At the end of that

- time limit the Manager in question may forfeit his/her turn or the Player Agent may place the next highest ranking player in that slot.
10. The Player Agent will resolve any impasses or conflicts.

**Draft Procedure:**

- **Options:** Managers and Coaches sons/daughters will automatically be slotted in rounds 11 and 12. If between the Manager and the Coach there are more than two players, these players will be slotted based on evaluation results and consensus of the other Managers. If there is an impasse during this slotting phase, the Player Agent will slot the player.
- **Brothers/Sisters Options:** Any Manager may use an option on two or more brothers and/or sisters who are eligible draft candidates. When the first brother or sister is selected, the Manager exercising the option must declare his/her intent to use the option, and the manager automatically selects the brother or sister with his/her next draft selection or at the discretion of the Player Agent the player may be slotted at any later round.
- **Draft Order:** The draft order will be determined by having the managers draw a number out of a bag. Starting with #1, the manager will get to select in which draft position they would like to be slotted, next will be #2 and so forth until all slots are filled.
- **Draft Sequence:** The draft will follow a “serpentine” format. The draft will proceed from Team-1 through Team-N, but rather than starting at Team-1 at the beginning of the 2<sup>nd</sup> round, the draft sequence will reverse itself from Team-N through Team-1 and continue on in the serpentine fashion as shown in the draft sheet below.
- **Mandatory Picks:** Since all returning AAA players, and all 11 and 12 year olds must be drafted to AAA, the Player Agent will monitor how many of these players are left on the board. When that number equals the number of available slots left not including the last round, the Player Agent will declare that no player aside from these players may be selected at this point
- **2<sup>nd</sup> Coach Option:** If a team has a known 2<sup>nd</sup> Coach, that team may protect that player by slotting them in the 1<sup>st</sup> round. The 2<sup>nd</sup> Coach must be a recognized Coach and must be shown to be active on the field at practices and games and he must be approved by the Board in the same fashion as the Manager and 1<sup>st</sup> Coach.

	1	2	3	4	5
Manager					
Coach					
1	1	2	3	4	5
2	10	9	8	7	6
3	11	12	13	14	15
4	20	19	18	17	16
5	21	22	23	24	25
6	30	29	28	27	26
7	31	32	33	34	35
8	40	39	38	37	36
9	41	42	43	44	45
10	50	49	48	47	46
11 Coach Option	51	52	53	54	55
12 Mngr Option	60	59	58	57	56

**Minor Division Draft (AA):**

Teams will redraft the entire roster each year (excluding Manager and Coaches sons or daughters)

Once the AAA Division rosters have been filled, and on a date to be announced by the Player Agent, AAA Managers and Coaches (one per Team) will gather with the Player Agent and other Board Members as needed to manage the Draft for the purpose of selecting players. Each team shall be comprised of 10-12 players.

**Caution:** Managers are never to disclose the position in which a player was drafted. Any evaluation results or notes taken during the draft process should never be shared with anybody not present at the Draft and should be disposed of with care or left with the Player Agent for proper disposal. Players may not be contacted after the Draft until the Board has approved the teams and the Player Agent has sent a notification to each Manager.

**Draft Rules:**

5. All 10 and 9 year olds not drafted to AAA must be drafted to AA .
6. Only players of ages 10-8 may be drafted to AA, 7 year olds may only be drafted with prior Board and parent approval.
7. Any player, having played AA in the previous season must be drafted into AA again assuming he was not drafted into AAA.
8. In order to keep the draft process moving, the Player Agent will call out a time limit if any Manager is taking too long to make a selection. At the end of that

time limit the Manager in question may forfeit his/her turn or the Player Agent may place the next highest ranking player in that slot.

9. The Player Agent will resolve any impasses or conflicts.

**Draft Procedure:**

- **Options:** Managers and Coaches sons/daughters will automatically be slotted in rounds 11 and 12. If between the Manager and the Coach there are more than two players, these players will be slotted based on evaluation results and consensus of the other Managers. If there is an impasse during this slotting phase, the Player Agent will slot the player.
- **Brothers/Sisters Options:** Any Manager may use an option on two or more brothers and/or sisters who are eligible draft candidates. When the first brother or sister is selected, the Manager exercising the option must declare his/her intent to use the option, and the manager automatically selects the brother or sister with his/her next draft selection or at the discretion of the Player Agent the player may be slotted at any later round.
- **Draft Order:** The draft order will be determined by having the managers draw a number out of a bag. Starting with #1, the manager will get to select in which draft position they would like to be slotted, next will be #2 and so forth until all slots are filled.
- **Draft Sequence:** The draft will follow a “serpentine” format. The draft will proceed from Team-1 through Team-N, but rather than starting at Team-1 at the beginning of the 2<sup>nd</sup> round, the draft sequence will reverse itself from Team-N through Team-1 and continue on in the serpentine fashion as shown in the draft sheet below.
- **Mandatory Picks:** Since all returning AA players, and 9 and 10 year olds must be drafted to AA, the Player Agent will monitor how many of these players are left on the board. When that number equals the number of available slots left not including the last round, the Player Agent will declare that no player aside from these players may be selected at this point.
- **2<sup>nd</sup> Coach Option:** If a team has a known 2<sup>nd</sup> Coach, that team may protect that player by slotting them in the 1<sup>st</sup> round. The 2<sup>nd</sup> Coach must be a recognized Coach and must be shown to be active on the field at practices and games and he must be approved by the Board in the same fashion as the Manager and 1<sup>st</sup> Coach.

Manager Coach	1	2	3	4	5	6
1 3rd Coach	1	2	3	4	5	6
2	12	11	10	9	8	7
3	13	14	15	16	17	18
4	24	23	22	21	20	19
5	25	26	27	28	29	30
6	36	35	34	33	32	31
7	37	38	39	40	41	42
8	48	47	46	45	44	43
9	49	50	51	52	53	54
10	60	59	58	57	56	55
11 Coach Option	61	62	63	64	65	66
12 Mngr Option	72	71	70	69	68	67

## Archive: PFL 2008 Draft Process

	Majors	AAA	AA
# of Teams	6	5	5
# of Players/Team	12	12	11-12
Player Ages	12, 11, 10	12, 11, 10, 9	10, 9, 8

### Major Division Draft:

Teams will redraft the entire roster each year (excluding Manager and Coaches sons or daughters)

Following the Evaluations and on a date to be announced by the Player Agent, Major Managers and Coaches (one per team) will gather with the Player Agent and other Board Members as needed to manage the Draft for the purpose of selecting players. Each team shall be comprised of 12 players.

**Caution:** Managers are never to disclose the position in which a player was drafted. Any evaluation results or notes taken during the draft process should never be shared with anybody not present at the Draft and should be disposed of with care or left with the Player Agent for proper disposal. Players may not be contacted after the Draft until the Board has approved the teams and the Player Agent has sent a notification to each Manager.

### Draft Rules:

15. All 12 year olds must be drafted to Majors unless they have filled out and sent in the Little League Waiver form
16. No team may have more than eight 12 year olds.
17. Only players of ages 12-10 may be drafted to Majors, 9 year olds may only be drafted with prior Board and parent approval.
18. All Property players must be drafted first; no team may skip a turn during this phase.
19. Any player, once selected to a Major division team, will referred to as a “Property Player or Returning Player” and will automatically be in Majors as long as the player plays continuously in PFL, and until the player reaches League age 13.
20. In order to keep the draft process moving, the Player Agent will call out a time limit if any Manager is taking too long to make a selection. At the end of that time limit the Manager in question may forfeit his/her turn or the Player Agent may place the next highest ranking player in that slot.
21. The Player Agent will resolve any impasses or conflicts.

### **Draft Procedure:**

- **Options:** Managers and Coaches sons/daughters will be slotted based on the following conditions. If the player is a Property player, they will be slotted in the last available round of the Property player selection phase. If the player is new to Majors, they will be slotted in the last available round (11 or 12) of the 2<sup>nd</sup> phase (New) of the draft. If between the Manager and the Coach there are more than two players, these players will be slotted in the appropriate phase of the draft (Property or New) based on evaluation results and consensus of the other Managers. If there is an impasse during this slotting phase, the Player Agent will slot the player.
- **Brothers/Sisters Options:** Any Manager may use an option on two or more brothers and/or sisters who are eligible draft candidates. When the first brother or sister is selected, the Manager exercising the option must declare his/her intent to use the option, and the manager automatically selects the brother or sister with his/her next draft selection or at the discretion of the Player Agent the player may be slotted at any later round.
- **Draft Order:** The draft order will be determined by having the managers drawing a number out of a bag. Starting with #1, the manager will get to select in which draft position they would like to be slotted, next will be #2 and so forth until all slots are filled.
- **Draft Sequence:** The draft will follow a “serpentine” format. The draft will proceed from Team-1 through Team-N, but rather than starting at Team-1 at the beginning of the 2<sup>nd</sup> round; the draft sequence will reverse itself from Team-N through Team-1 and continue on in the serpentine fashion as shown in the draft sheet below.
- **Mandatory Picks:** Since no team may have more than eight 12 year olds, the Player Agent will monitor the number of 12 year olds left on the board. When that number equals the number of available slots left not including the last round, the Player Agent will declare that no player aside from a 12 year old may be selected at this point. One exception to this rule is if a team already has eight 12 year olds on the team.
- **2<sup>nd</sup> Coach Option:** If a team has a known 2<sup>nd</sup> Coach, that team may protect that player by slotting them in the 1<sup>st</sup> available round (round 1 for Property Players,

1<sup>st</sup> round after the last Property Player has been selected for new players). The 2<sup>nd</sup> Coach must be a recognized Coach and must be shown to be active on the field at practices and games and he must be approved by the Board in the same fashion as the Manager and 1<sup>st</sup> Coach.

**Reference:** For the 2008 Season, there will be 18 returning Property Players. This means that rounds 1-3 will be used for the 1<sup>st</sup> phase of the draft. At round 4, new players will begin to be drafted. Also, there are a total of 46 players of Little League age 12 that have elected to play Majors; this means that all but two teams will have eight 12 year olds.

	1	2	3	4	5	6
Manager						
Coach						
1	1	2	3	4	5	6
2	12	11	10	9	8	7
Prop Option						
3	13	14	15	16	17	18
Prop Option						
4	24	23	22	21	20	19
5	25	26	27	28	29	30
6	36	35	34	33	32	31
7	37	38	39	40	41	42
8	48	47	46	45	44	43
9	49	50	51	52	53	54
10	60	59	58	57	56	55
11	61	62	63	64	65	66
Option						
12	72	71	70	69	68	67
Option						

**Minor Division Draft (AAA):**

Teams will redraft the entire roster each year (excluding Manager and Coaches sons or daughters)

Once the Major Division rosters have been filled, and on a date to be announced by the Player Agent, AAA Managers and Coaches (one per Team) will gather with the Player Agent and other Board Members as needed to manage the Draft for the purpose of selecting players. Each team shall be comprised of 12 players.

**Caution:** Managers are never to disclose the position in which a player was drafted. Any evaluation results or notes taken during the draft process should never be shared with anybody not present at the Draft and should be disposed of with care or left with the Player Agent for proper disposal. Players may not be contacted after the Draft until the Board has approved the teams and the Player Agent has sent a notification to each Manager.

**Draft Rules:**

11. All 12 and 11 year olds not drafted to Majors must be drafted to AAA.
12. Only players of ages 12-9 may be drafted to AAA, 8 year olds may only be drafted with prior Board and parent approval.
13. Any player, having played AAA in the previous season must be drafted into AAA again assuming he was not drafted into Majors.
14. In order to keep the draft process moving, the Player Agent will call out a time limit if any Manager is taking too long to make a selection. At the end of that time limit the Manager in question may forfeit his/her turn or the Player Agent may place the next highest ranking player in that slot.
15. The Player Agent will resolve any impasses or conflicts.

**Draft Procedure:**

- **Options:** Managers and Coaches sons/daughters will automatically be slotted in rounds 11 and 12. If between the Manager and the Coach there are more than two players, these players will be slotted based on evaluation results and consensus of the other Managers. If there is an impasse during this slotting phase, the Player Agent will slot the player.
- **Brothers/Sisters Options:** Any Manager may use an option on two or more brothers and/or sisters who are eligible draft candidates. When the first brother or sister is selected, the Manager exercising the option must declare his/her intent to use the option, and the manager automatically selects the brother or sister with his/her next draft selection or at the discretion of the Player Agent the player may be slotted at any later round.
- **Draft Order:** The draft order will be determined by having the managers draw a number out of a bag. Starting with #1, the manager will get to select in which draft position they would like to be slotted, next will be #2 and so forth until all slots are filled.
- **Draft Sequence:** The draft will follow a “serpentine” format. The draft will proceed from Team-1 through Team-N, but rather than starting at Team-1 at the beginning of the 2<sup>nd</sup> round, the draft sequence will reverse itself from Team-N through Team-1 and continue on in the serpentine fashion as shown in the draft sheet below.
- **Mandatory Picks:** Since all returning AAA players, and all 11 and 12 year olds must be drafted to AAA, the Player Agent will monitor how many of these players are left on the board. When that number equals the number of available slots left not including the last round, the Player Agent will declare that no player aside from these players may be selected at this point
- **2<sup>nd</sup> Coach Option:** If a team has a known 2<sup>nd</sup> Coach, that team may protect that player by slotting them in the 1<sup>st</sup> round. The 2<sup>nd</sup> Coach must be a recognized Coach and must be shown to be active on the field at practices and games and he must be approved by the Board in the same fashion as the Manager and 1<sup>st</sup> Coach.

	1	2	3	4	5
Manager					
Coach					
1	1	2	3	4	5
2	10	9	8	7	6
3	11	12	13	14	15
4	20	19	18	17	16
5	21	22	23	24	25
6	30	29	28	27	26
7	31	32	33	34	35
8	40	39	38	37	36
9	41	42	43	44	45
10	50	49	48	47	46
11 Coach Option	51	52	53	54	55
12 Mngr Option	60	59	58	57	56

**Minor Division Draft (AA):**

Teams will redraft the entire roster each year (excluding Manager and Coaches sons or daughters)

Once the AAA Division rosters have been filled, and on a date to be announced by the Player Agent, AAA Managers and Coaches (one per Team) will gather with the Player Agent and other Board Members as needed to manage the Draft for the purpose of selecting players. Each team shall be comprised of 10-12 players.

**Caution:** Managers are never to disclose the position in which a player was drafted. Any evaluation results or notes taken during the draft process should never be shared with anybody not present at the Draft and should be disposed of with care or left with the Player Agent for proper disposal. Players may not be contacted after the Draft until the Board has approved the teams and the Player Agent has sent a notification to each Manager.

**Draft Rules:**

10. All 10 and 9 year olds not drafted to AAA must be drafted to AA .
11. Only players of ages 10-8 may be drafted to AA, 7 year olds may only be drafted with prior Board and parent approval.
12. Any player, having played AA in the previous season must be drafted into AA again assuming he was not drafted into AAA.
13. In order to keep the draft process moving, the Player Agent will call out a time limit if any Manager is taking too long to make a selection. At the end of that

- time limit the Manager in question may forfeit his/her turn or the Player Agent may place the next highest ranking player in that slot.
14. The Player Agent will resolve any impasses or conflicts.

**Draft Procedure:**

- **Options:** Managers and Coaches sons/daughters will automatically be slotted in rounds 11 and 12. If between the Manager and the Coach there are more than two players, these players will be slotted based on evaluation results and consensus of the other Managers. If there is an impasse during this slotting phase, the Player Agent will slot the player.
- **Brothers/Sisters Options:** Any Manager may use an option on two or more brothers and/or sisters who are eligible draft candidates. When the first brother or sister is selected, the Manager exercising the option must declare his/her intent to use the option, and the manager automatically selects the brother or sister with his/her next draft selection or at the discretion of the Player Agent the player may be slotted at any later round.
- **Draft Order:** The draft order will be determined by having the managers draw a number out of a bag. Starting with #1, the manager will get to select in which draft position they would like to be slotted, next will be #2 and so forth until all slots are filled.
- **Draft Sequence:** The draft will follow a “serpentine” format. The draft will proceed from Team-1 through Team-N, but rather than starting at Team-1 at the beginning of the 2<sup>nd</sup> round, the draft sequence will reverse itself from Team-N through Team-1 and continue on in the serpentine fashion as shown in the draft sheet below.
- **Mandatory Picks:** Since all returning AA players, and 9 and 10 year olds must be drafted to AA, the Player Agent will monitor how many of these players are left on the board. When that number equals the number of available slots left not including the last round, the Player Agent will declare that no player aside from these players may be selected at this point.
- **2<sup>nd</sup> Coach Option:** If a team has a known 2<sup>nd</sup> Coach, that team may protect that player by slotting them in the 1<sup>st</sup> round. The 2<sup>nd</sup> Coach must be a recognized Coach and must be shown to be active on the field at practices and games and he must be approved by the Board in the same fashion as the Manager and 1<sup>st</sup> Coach.

	1	2	3	4	5
Manager					
Coach					
1	1	2	3	4	5
2	10	9	8	7	6
3	11	12	13	14	15
4	20	19	18	17	16
5	21	22	23	24	25
6	30	29	28	27	26
7	31	32	33	34	35
8	40	39	38	37	36
9	41	42	43	44	45
10	50	49	48	47	46
11 Coach Option	51	52	53	54	55
12 Mngr Option	60	59	58	57	56

## Archive: PFL 2007 Draft Process

	Majors	AAA	AA
# of Teams	4	7	5
# of Players/Team	12	12	11-12
Player Ages	12, 11, 10	12, 11, 10, 9	10, 9, 8

### Major Division Draft:

Following the Evaluations and on a date to be announced by the Player Agent, Major Managers and Coaches (one per team) will gather with the Player Agent and other Board Members as needed to manage the Draft for the purpose of selecting players. Each team shall be comprised of 12 players. Any player, once selected on a Major division team, will remain with that team for as long as the player plays continuously in PFL, and until the player reaches League age 13. The number of draft picks each team will receive in the Draft will be the number of players needed to add to the number of returning players in order to attain a roster of 12.

Teams will draft in reverse order of their final finish in the previous season's standings. The 4th Place team from the previous season will pick 1<sup>st</sup> and 3<sup>rd</sup> Place will pick 2<sup>nd</sup> and so forth for each round of the Draft.

Per Little League rules, no manager may select more than eight players in any one age group.

Managers will be encouraged to do whatever possible to give deference to older players over younger ones whenever possible. The goal will be that, except where players' safety will be at risk, all 12-year-old players will have the opportunity to play in the Major division.

**Caution:** Managers are never to disclose the position in which a player was drafted. Any evaluation results or notes taken during the draft process should never be shared with anybody not present at the Draft and should be disposed of with care or left with the Player Agent for proper disposal.

**Options:** An option is an agreement between a Manager and the Player Agent covering a special condition. There are three possible options, as follows:

1. Sons/Daughters of Manager and Coach – A Manager and/or Coach who has sons and/or daughters that are not currently Property Players and are eligible for the Draft will place that player in a draft round depending on the League Age of the player in question. 10 year olds must be taken by the 5<sup>th</sup> round, 11 year olds by the 4<sup>th</sup> round, and 12 years olds by the 3<sup>rd</sup> round. If the player has not been selected by the round prior to the round in which the player must be selected, the Player Agent will indicate that player as the selection of that manager automatically as their next selection. If two Players are being placed (Manager's Son and Coaches Son) that are of the same age, the Manager's son will be placed in the appropriate draft round as previously mentioned, the Coaches son will be placed in the preceding round.
2. Brothers/Sisters of Players Currently on the Team – A Manager shall submit an option, to the Player Agent prior to the draft, on a player who has a brother or sister on that Manager's team. This option must be completed within the first three draft selections. If the player has not been selected by the second round, the Player Agent will indicate that player as the selection of that manager automatically as their next selection.
3. Brothers/Sisters in the Draft – Any Manager may use an option on two or more brothers and/or sisters who are eligible draft candidates. When the first brother or sister is selected, the Manager exercising the option must declare his/her intent to use the option, and the manager automatically selects the brother or sister with his/her next draft selection.

**Bonus Picks:** Any Manager requiring eight or more players to complete the roster will be allowed one bonus pick at the completion of round four. If more than one Manager is allowed bonus picks under this section, the order of rotation will be the same as the order being followed in the Draft.

	Previous Year 4th Place	Previous Year 3rd Place	Previous Year 2nd Place	Previous Year 1st Place
Manager Coach				
1	1	2	3	4
2	5	6	7	8
3	9	10	11	12
4	13	14	15 Player Option	16
5	17 Player Option	18 Property Players	19	20
6	21	22	23	24
7	25	26	27	28 Property Players
8	29 Property Players	30	31 Property Players	32
9	33	34	35	36
10	37	38	39	40
11	41	42	43	44
12	45	46	47	48
Player Options	Player Option		Player Option	

***Sample Draft form showing Player Options and returning Property Players***

**Minor Division Draft (AAA):**

Once the Major division rosters have been filled, and on a date to be announced by the Player Agent, AAA Managers and Coaches (one per Team) will gather with the Player Agent and other Board Members as needed to manage the Draft for the purpose of selecting players. Each team shall be comprised of 12 players.

All 12 and 11 year old players not drafted to a Major team must be drafted to an AAA team. Any player that has previously played on a PFL AAA team and was not drafted to a Major team must be drafted to an AAA team. The Player Agent will determine at which round in the draft the 12's, 11's and returning AAA players will be mandatory picks and take precedence over any other players.

Managers' draft position will be determined by a random drawing of numbers, the Manager drawing a "1" will get first choice on draft position, drawing a "2" will allow you 2<sup>nd</sup> choice etc. Teams will select in order starting with number 1 in the first round, and then that order will be reversed for round two. The Draft will continue in a serpentine fashion until all rosters have been filled. (If there are five AA teams, they would draft 1 through 5 in the first round, then number 5 would take the first pick in the second round, with the draft continuing in reverse order back through number 1. Number 1 would then start the third round, number 5 the fourth, etc.)

Managers and Coaches (one per Team) will be allowed to protect their own child/children in the draft. The players will be automatically slotted in the 12<sup>th</sup> and 11<sup>th</sup> round respectively. If the Manager and/or Coach have two children, the second child will be slotted in the 3<sup>rd</sup> round (and so on) unless the other Managers in the room agree to a later round.

Managers are not allowed to protect players for more than one Coach who is assist them, but all Managers are encouraged, where practical, to work with the Player Agent and the other Managers prior to the beginning of the draft to make necessary arrangements to allow managers to team up with a 3<sup>rd</sup> assistant Coach of their choosing.

	Team-1	Team-2	Team-3	Team-4	Team-5	Team-6	Team-7
Manager Coach							
1	1	2	3	4	5	6	7
2	14	13	12	11	10	9	8
3	15	16	17	18	19	20	21
4	28	27	26	25	24	23	22
5	29	30	31	32	33	34	35
6	42	41	40	39	38	37	36
7	43	44	45	46	47	48	49
8	56	55	54	53	52	51	50
9	57	58	59	60	61	62	63
10	70	69	68	67	66	65	64
11	Player Option	Player Option	Player Option	Player Option	Player Option	Player Option	Player Option
12	Player Option	Player Option	Player Option	Player Option	Player Option	Player Option	Player Option

*Sample Draft form for 7 Teams with Player Options*

**Minor Division Draft (AA):**

Once the AAA division rosters have been filled, and on a date to be announced by the Player Agent, AA Managers and Coaches (one per Team) will gather with the Player Agent and other Board Members as needed to manage the Draft for the purpose of selecting players. Each team shall be comprised of up to 12 players and no less than 11.

All 10 and 9 year old players not drafted to an AAA team must be drafted to an AA team. The Player Agent will determine at which round in the draft 10’s, 9’s will be mandatory picks and take precedence over any other players.

Managers’ draft position will be determined by a random drawing of numbers, the Manager drawing a “1” will get first choice on draft position, drawing a “2” will allow you 2<sup>nd</sup> choice etc. Teams will select in order starting with number 1 in the first round, and then that order will be reversed for round two. The draft will continue in a serpentine fashion until all rosters have been filled. (If there are five AA teams, they would draft 1 through 5 in the first round, then number 5 would take the first pick in the second round, with the draft continuing in reverse order back through number 1. Number 1 would then start the third round, number 5 the fourth, etc.)

Managers and Coaches (one per Team) will be allowed to protect their own child/children in the Draft. The players will be automatically slotted as in the 12<sup>th</sup> and 11<sup>th</sup> round respectively. If the Manager and/or Coach have two children, the second child will be slotted in the 3<sup>rd</sup> round (and so on) unless the other Managers in the room agree to a later round.

Managers are not allowed to protect players for more than one Coach who is assist them, but all Managers are encouraged, where practical, to work with the Player Agent and the other Managers prior to the beginning of the draft to make necessary arrangements to allow Managers to team up with a 3<sup>rd</sup> assistant Coach of their choosing.

	Team-1	Team-2	Team-3	Team-4	Team-5	Team-6	Team-7
Manager							
Coach							
1	1	2	3	4	5	6	7
2	14	13	12	11	10	9	8
3	15	16	17	18	19	20	21
4	28	27	26	25	24	23	22
5	29	30	31	32	33	34	35
6	42	41	40	39	38	37	36
7	43	44	45	46	47	48	49
8	56	55	54	53	52	51	50
9	57	58	59	60	61	62	63
10	70	69	68	67	66	65	64
11	Player Option	Player Option	Player Option	Player Option	Player Option	Player Option	Player Option
12	Player Option	Player Option	Player Option	Player Option	Player Option	Player Option	Player Option

*Sample Draft form for 7 Teams with Player Options*