



Policy and Procedure Manual

1. Mission Statement

It is the goal of Land Park Pacific Little League (LPPLL) to implant firmly in the children of our community the ideals of good sportsmanship, integrity, honesty, loyalty, courage and respect for authority, so that they may be well adjusted, stronger and happier children and grow to be good, decent, healthy and trustworthy citizens.

2. Local By-Laws

As provided for in The 2019 Official Regulations, Playing Rules, and Operating Policies for all divisions of Little League Baseball® (hereinafter "the Little League Rulebook") the local little league must produce a manual containing the local playing rules, All-Star selection process, code of conduct, fees, team selection criteria, drafts, operating procedures, various policies, etc. Due to the unprecedented and unpredictable nature of youth sports in the aftermath of the COVID-19 pandemic, the Board of Directors (BOD) may change any of the following rules as necessary, but will always be in compliance with local health guidelines and the rules and guidance set forth by Little League International. These documents expire and must be renewed annually at the end of the fiscal year (October 1 through September 30). Collectively these documents are known as Land Park Pacific Little League local by laws. By-laws are a set of written rules and guidelines adopted by an organization for governing its own affairs. The newly elected BOD has the authority to make changes to these documents and procedures. These documents only require BOD consent without the general membership approval. These documents are required to be in effect no later than 30 days prior to opening day; however, the BOD reserves the right to enact changes with board approval so long as said changes do not drastically change the rules of the game mid-season, so as to not inadvertently interfere with competition, standings, or other critical aspects to the outcome of the season (e.g., standings, tournament eligibility, etc) . This Policy and Procedure Manual encompasses the Local By-Laws as required by our Land Park Pacific Little League Constitution. No By-law may conflict with the Little League Rulebook.

3. League Code

It is a Little League violation to engage in any activity which gives rise to, or could give rise to an appearance or claim of self-dealing, divided loyalty or conflict of interest by reason of such person's position within LPPLL. Therefore, no unauthorized use of fields, equipment, utilities, or any other league property without prior approval from the President or other authorized member of the BOD. Further restrictions and definitions of self dealing can be found in the Little League Rulebook

Maintenance of the playing fields is of utmost importance. Certain applications may occur without widespread knowledge. Therefore, if the gates are locked, you are not allowed on the field without prior approval of the President and/or the Field Operations Officer.

4. Board Member Eligibility

Based on the Little League Principles of Conduct Code, no member of the BOD shall, at the same time, hold office or be a member of the Board of any other youth baseball/softball league or function as an official or representative of such programs. A member of the BOD may hold office or be a member of the board of any Little League Baseball District, Section, or Region of which LPPLL is a subunit. Further restrictions and guidelines for the Board of Directors can be found in the Little League Rulebook under "Local League Administration."

5. Volunteer Eligibility

As a condition of service to LPPLL, all BOD members, managers, coaches, volunteers and any other persons, volunteers or hired workers, who provide regular service to the league and/or have repetitive access to, or contact with players or teams, must annually complete and submit a "Little League Official Volunteer Application" to the League President. Annual background screenings must be completed prior to the applicant assuming her/his duties for the current season. Refusal to annually submit a fully completed "Little League Official Volunteer Application" will result in the immediate dismissal of the individual from all activities associated with LPPLL. The BOD reserves the right to require volunteer(s) to submit to further investigations as they see fit by majority BOD vote. See LittleLeague.org/ChildProtection to the Little League Child Protection Program.

6. Umpire Responsibilities

Each year the BOD will assign an Umpire Coordinator or Umpire in Chief (UIC). The UIC is responsible for recruiting, training, and scheduling all umpires, communicating rule changes, and evaluating and accepting evaluations of umpires by managers, coaches or players.

7. Registration Fees

Registration fees are based on the costs of operations of LPPLL and are determined by the BOD. LPPLL shall request annual registration fees and shall publish the fees prior to the date on which player registration begins.

8. Fee Waiver

It is the policy of LPPLL and Little League Baseball® that the inability to pay registration fees should not prevent a player from participating in the Little League Program. Members who cannot afford to pay registration fees shall submit to the President an application for financial assistance. At the President's discretion, partial or full scholarships may be granted. The President shall treat all such applications confidentially and shall take steps necessary to ensure the annual registration fee policy does not keep a player from participating. However, applicants whose fees are waived are still required to participate in fundraiser activities and volunteer hours, as those responsibilities are not waived.

9. Volunteer Fund - Fee and Refunds

LPPLL requests an annual volunteer fund fee as determined by the BOD. These funds are used to maintain LPPLL facilities and/or activities. The volunteer fund is per family and will be refunded upon the completion of a minimum of eight (8) hours of qualified volunteer work on behalf of the player's family prior to August 1 of the current season. All managers will be reimbursed the fee paid into the volunteer fund after the manager returns all LPPLL-issued team equipment.

10. Registration Fee Refund Policy

Registration fees are used for the operation of LPPLL which is a non-profit organization. In order to receive a refund of the registration fee, the parent/guardian of a player must submit their request for refund in writing to the BOD. **No refunds will be processed without a written request.** The amount of refund will be based on the following criteria:

A player, who resigns, quits or is injured:

- Prior to the selection of teams, a \$25 administrative fee will be charged and the remaining balance will be refunded.

- In the case of a season-ending injury after teams are picked, but before any games are played, a \$75 administrative fee will be charged and the remaining balance will be refunded, including volunteer fees.
- Resignation for any reason other than season-ending injury will not be eligible for any refund of any amount.
- On or after Opening Day, no amount of the registration fee will be refunded, including volunteer fees.

11. Code of Conduct

The goal of the BOD is to provide the most positive experience for our players. The actions of managers, coaches, players, volunteers, parents and spectators have the strongest impact and effect on the growth of our children. Our membership and visitors must exhibit courteous, civil behavior and sportsmanship whether on the field or in the stands.

Good Conduct is composed of three related concepts: fair play, character and sportsmanship.

- Fair play refers to all participants having an equitable chance to pursue victory and acting toward others in an honest, straightforward, and dignified manner even when others do not play fairly. It includes respect for others including team members, opponents, and officials.
- Character is typically seen in polite behaviors toward others such as helping an opponent up or shaking hands after a match.
- Sportsmanship expresses an aspiration that the game will be enjoyed for its own sake, with proper consideration for fairness, ethics, respect, and a sense of fellowship with one's competitors. Being a good sport involves being a good winner as well as being a good loser.

Most important, remember that Little League baseball is a game. Parents set the tone. Don't ruin your child's baseball experience. Be positive and supportive.

To reduce any problems at LPPLL activities, the BOD requires you to adhere to the following guidelines:

- Access to the fields is only allowed for Little League games and Little League sponsored activities. No unauthorized use of the fields is allowed.
- Smoking, smokeless tobacco, alcoholic beverages, or illegal drugs are prohibited by Little League Rules & Regulations where the Little League is functioning.
- DOGS ARE NOT ALLOWED AT DOOLEY AT ANYTIME, with the exception of a certified service dog. Additionally, dogs at any Little League event regardless of location must remain on leash for the safety of the dog, the players, and all participants.
- Players and spectators are allowed ONLY TO ENCOURAGE players through cheering. A positive atmosphere should be maintained at all times.
- Chants or comments that are disrespectful, distracting or derogatory to ANY player, manager, coach or umpire are prohibited.
- DO NOT distract participants from concentrating on the game. This includes the players, coaches, managers or umpires.
- DO watch for safety problems during games and practices to help prevent injuries. This includes watching your children in the stands or on the surrounding grounds.
- Parents, managers, and coaches are expected to set an example of good sportsmanship at all times by positively encouraging players and not vocally questioning or criticizing umpire calls or manager decisions.
- Parents, guardians and others in the stands are to abide by the following:
 - Attempt to be informed of and understand the rules of the game.
 - Appreciate and applaud a good play whether it's made by your child's team or the opposing team.
 - Show compassion for any injured player.
 - Avoid heckling, jeering or distracting players.
 - Show respect for the opposing team, without whom there would be no game.

- Refrain from using profane or obnoxious language or behavior.
- Refrain from harassing or swearing at players, coaches or officials.
- Respect the judgment and strategy of the manager/coach.
- Avoid criticizing players, managers or coaches for the loss of a game.
- Respect the property of others and the authority of those who administer the competition.
- Encourage your child to play by the rules at all times.
- Refrain from publicly questioning any official's decision or doubting his or her honesty.
- Recognize the value and importance of umpires, manager and coaches, who expend significant time and effort for the benefit of the players.
- Emphasize enjoyment and fun.
- Praise effort as well as improvement.
- Relax and enjoy the game whether your team is winning or not.
- Refrain from standing behind the center portion of the backstop.
- Umpires have the authority to halt play and, if necessary, eject players, managers, coaches or spectators who are disrespectful, distracting or derogatory or engage in other unsportsmanlike conduct to anyone involved in the game.
- Pick up all of your trash and your children's trash after each game or practice. Our playing and practice fields are to be kept clean. Please be responsible and help any time that you can.

Poor sportsmanship by managers, coaches, players or spectators can result in ejection from the game and removal from Dooley Field and other fields where games take place. Therefore, the BOD has adopted the following disciplinary actions regarding misconduct at Dooley Field:

General Membership and Visitors

Any individual found in direct violation of the code of conduct will be asked to stop such violation by the Board Member on Duty, the Manager on Duty or any member of the BOD. If the behavior persists or worsens either during that identified incident/day or is identified at another time/day, that person will be subject to the following:

- Asked to vacate the premises
- If warranted, escorted off the premises by BOD, MOD or a police officer.
- Be subject to disciplinary actions as deemed appropriate by the BOD, including a ban from all LPPLL and District 7 activities and/or events.

If any person initiates any physical confrontation, altercation or assault, the Sacramento Police Department will be notified as soon as possible by dialing 9-1-1.

Any persons involved in a physical confrontation will be required to appear before the BOD to explain their actions. Disciplinary action by the BOD may result in a ban or suspension from the LPPLL and its activities. Any persons involved in verbal confrontations may be required to appear before the BOD to explain their actions.

Board Members (regardless of if Board Member on Duty) should not put themselves in a situation that they deem dangerous where physical or emotional harm may come to them. In that case, attempt to identify the individual, write up the incident, and make a judgment on calling 911.

Managers, Coaches and Players

As per the Little League Rulebook sections regarding ejections and poor sportsmanship, if a manager, coach or player is ejected from a game, a one game suspension is imposed. If removed by the umpire a second time, a two game suspension will result for the second offense. A third offense will not be tolerated and will result in dismissal from duties as manager or coach. Please note that the above are minimum consequences. Any ejection of a manager or coach will result in a BOD investigation.

All ejections MUST be reported on the Game's Summary Form and shall specify the events resulting in the removal from the field of the manager, coach or player in question. Both team's managers

and coaches shall fill out and sign the Game Summary Form and provide written description to the event.

Unsportsmanlike behavior will not be tolerated. Managers, coaches or players exhibiting negative behavior may be required to appear before the BOD to explain their actions. Disciplinary action by the BOD may result in a written warning or game(s) suspension depending upon severity or repeated actions by the managers, coaches or players in question.

12. Manager and Coach Appointments

The President, with approval of the BOD, shall appoint all managers and coaches as per the Little League Rulebook. The power to nominate managers and coaches has been granted solely to the local league President from the inception of the program. The BOD has the right to approve or disapprove any appointment made by the President. This responsibility cannot be delegated. The procedures for appointing managers and coaches must be understood and accepted by all concerned. The policies are:

- There is no seniority or tenure in serving as manager or coach.
- All appointments expire annually.
- All managers and coaches are directly responsible to the BOD.
- There is no appeal process for reconsideration.

13. Manager and Coach Guidelines

LPPLL appreciates, admires and respects all those willing to manage and/or coach.

Knowledge of the game is essential, but is not the only requirement of a manager or coach. The manager or coach must be a leader. They require understanding, patience and the capacity to work with young children. Young children often idolize their manager or coach not for their success but as a source of inspiration.

People holding these positions should be able to inspire confidence and earn respect. Above all, they must realize they are helping to shape the physical, mental and emotional development of these children. Therefore, all managers and coaches must abide and adhere to the following Coaching Principles and Objectives:

COACHING PRINCIPLES

- Reflect an understanding of the age group you supervise.
- Be aware that you are an example to those you coach.
- Demonstrate you have an appreciation of the philosophy of Little League.
- Demonstrate you will cooperate with others in making the program beneficial to all players.
- Show by example that you respect the judgment and authority of the umpire.
- Exercise the leadership role effectively by leaving the game in the hands of the players.
- Provide each player an opportunity to participate in every game.
- Encourage the players at every opportunity.
- Instill a desire to win and to improve, imparting as much baseball knowledge as possible to each player.
- Encourage good health habits and care of the team equipment and uniforms.
- Be instrumental in shaping acceptable behavior patterns, whether the team wins or loses.
- Know the rules and regulations of Little League Baseball®, and play by them.
- Become well acquainted with the player selection system.
- Select players for the team according to their abilities.
- Be cautious and use sound judgment in any protestable situation.
- Have knowledge of First Aid, Safety and all rules that govern Little League play.

COACHING OBJECTIVE

- Practice sessions are efficient, fun and ensure no one stands around.
- Players are properly taught fundamental skills and game strategy through various drills.
- Instruction is given at the player's level of understanding.
- Players are taught the rules and the rules are followed.
- Practice sessions end before the players become bored or tired.

- Practice sessions are spaced so they do not become a chore for the players or managers. •
- Adequate precautions are taken to avoid injuries.
- Develop desirable and positive habits in players.
- Encourage promptness.
- Encourage good health and safety habits.
- Encourage good sportsmanship and fair play at all times.
- Encourage responsibility and leadership.
- Practice exemplary game decorum.
- Always be prompt to games.
- Plan ahead to speed the game along.
- Protective gear is used at all times.
- Players are not worn out in practice.
- Set a good example for your players, and expect other adults to do so.
- Keep players separated from spectators and ready to play.
- Do not embarrass or reprimand players in front of others.
- Players are continually encouraged.
- Assist players in developing individual goals and reviewing his/her progress.

Managers and/or coaches will be required to attend a hearing in front of the BOD should a manager, coach or player violate LPPLL Manager and Coach Guidelines, Local Rules, or current rule in the Little League Rulebook. **Failure to honor your duties may be cause for suspension or dismissal as deemed appropriate by the BOD.**

14. Manager Responsibilities:

The BOD wants to sincerely thank all managers for their time and dedication to the children of our league. Managers are responsible for the "management" of the team, including but not limiting the following:

Land Park Pacific Little League Policy and Procedure Manual - General membership meetings are held at a designated location. It is the manager's responsibility to attend each meeting. If a manager is unable to attend a meeting, a representative from his/her team must attend and the Division Representative must be contacted. The manager is responsible for obtaining information released at the meeting. If a manager fails to attend a meeting and fails to send a representative, he/she can be suspended from managing for one game. The General Membership meetings are open to everyone associated with Land Park Pacific Little League, and all are welcome.

Coaching Clinic: Each manager must attend LPPLL's coaching clinic. If a manager is unable to attend the coaches' clinic, an assistant coach must from his/her team must attend the coaches' clinic, and the manager must meet with LPPLL's Coaching Coordinator. A team will not be permitted to hold any practices until the manager has fulfilled his/her responsibilities under this section.

Concussion Protocol: Each manager must complete LPPLL's concussion protocol training. A team will not be permitted to hold any practices until the manager has sent his/her certificate of completion to LPPLL's Coaching Coordinator.

Try outs: Each manager is needed to help run the tryouts and evaluate talent. All managers may be required to attend tryouts even if they are in lower divisions.

Team selection: A draft process is used to select each team. This event is scheduled after the tryouts by the Player Agent. The BOD determines selection methods.

Team roster: The Player Agent will issue to each manager a team roster for his/her respective team.

Medical release: A completed Medical Release Form is required for each player to participate in team practices or games. These forms must be in the possession of the manager or coach at all games and practices. No team shall practice nor participate in games without them. Managers or coaches who are involved in activities without these forms exposes themselves and the LPPLL to legal repercussions and will be subject to disciplinary actions

by the BOD.

Field permits: Teams will receive assigned practice fields. These fields are permitted and proof of that permit should accompany the manager to each practice to avoid any conflict.

Scorekeeper (for those divisions that keep score, which include Majors, AAA, and typically AA): The home team is the official scorekeeper of the game. An individual other than the manager or coach should be recruited. The person should be an individual familiar with the game. It is highly recommended that the visitors also provide a scorekeeper.

Pitch counter (for those divisions that pitch): The home team is the official pitch counter of the game. An individual other than the manager or coach should be recruited. The person should be an individual familiar with the game. It is highly recommended that the visitors also provide a pitch counter.

Field preparation: The home team is responsible for field preparation. To show league spirit, please consider working together, home and visitors, to prepare the field.

There are storage sheds behind the 3rd base bleachers on Dooley 1 and behind 1st base on Dooley 2. The MOD or BOD will unlock the sheds prior to the game and lock them at the conclusion of the games. It is the home team manager's responsibility to ensure all equipment (rakes, chalk/paint, bases, etc.) gets returned to the proper sheds. If you use the last of the chalk/paint, be kind and refill.

The playing fields at Dooley Field must be raked and lines marked prior to the game.

A leaf rake or broom may be used to remove excess dirt from the grass part of the infield. The large field rakes are used for the baselines. Rake up and down between the base and home plate, not side to side. The draggers are for dirt only and should NEVER be used or dragged on the grass. Caution should be used to stay away from the edge of the grass as leaving a pile of dirt there will result in "bad hops".

After the game the field must be raked, bases removed and the chalk/paint and stripers secured.

It is recommended that the managers and coaches arrive sixty (60) minutes prior to the scheduled start of the game to ensure these duties can and will be completed before warm ups start.

First Aid: It is helpful if you have a basic understanding of first aid. A first aid kit will be issued to each manager to have in their possession at all practices and games. A large first aid kit shall be on hand in the snack shack and at the diamonds in Land Park.

Team parent: It is advisable that the manager recruit a team parent to help with administrative duties. If the manager does not designate a representative, he/she is required to fulfill the duties (see team parent section for more information).

Fundraising: Each manager and coach is expected to support the league's fundraising activities. Fundraising is not taken lightly and is essential to the well-being of the league. Each manager and coach must convey to the team and parents that participation is important.

General Information, Game Schedules, Newsletter: Season schedules for each team are issued by the Player Agent. The league will publish newsletters or league related information during the season. It is up to the manager to see that his/her players and parents have the information provided by the league (can be delegated to the team parent).

Manager on Duty: Managers from all teams are assigned this duty 2 or 3 times per season. You will be issued a schedule at the start of the season and a copy will be posted at the snack shack. If you are unable to fulfill your requirement, it is up to you to find a suitable replacement at least 24 hours prior to your assignment and to notify the Division Representative of the change.

If a manager fails to perform the duties of Manager on Duty when scheduled, and fails to arrange a

suitable replacement, he/she will be suspended from managing for one game.

A list of Manager on Duty responsibilities shall be given to each manager and posted in the Snack Shack.

15. Team Parent Responsibilities

The team parent is designed to assist the manager of a team with administrative duties such as team snacks, fundraisers, pictures, telephone trees, snack shack staffing and various other duties. **Note: If a manager does not select a team parent, then it is the manager's responsibility.**

The team parent is required to attend a meeting prior to the beginning of the season. The meeting will go over the upcoming year's fundraisers, snack shack rules and responsibilities and other important information.

Each team is assigned to work the snack shack during the season. Shift staffing requirements and snack shack duties will be distributed at the team parent meeting prior to the beginning of the season and published in the Snack Shack Operations Manual. It is the responsibility of the manager/team parent to have adequate staffing of the snack shack during their team's scheduled assignment. **The failure of a team to provide sufficient staffing for their snack shack shift will result in one or more of the following: closure of the snack shack and rescheduling the team's snack shack day, and/or reimbursement from the manager/team parent for compensation for their snack shack replacement(s).**

Team snacks: Tickets for team refreshments can be purchased at the snack shack. Generally, the team parent distributes a schedule which allows a different family to be responsible for the snack after each game. To ensure the team always has a snack after the game, a collection can be taken at the beginning of the season and purchase tickets from the snack shack ahead of time.

16. Snack Shack Volunteer Responsibilities

The objective of the snack shack is to give players an opportunity to be rewarded with a meal, drink or treat regardless of the outcome of their baseball game. This way everyone can go home a winner. Each team is required to work in the snack shack during the season. This is typically done while that team is playing to ensure coverage. Requirements and details governing snack shack operations are published in the Snack Shack Operations Manual.

17. Player Placement, Tryouts and Team Selection (GENERAL GUIDELINES)

League Age

A player's "league age" is the age that player will be on August 31 of the baseball season.

T-Ball and Rookie Teams

T-Ball and Rookie players are assigned to teams by the league. The league will attempt to honor requests to place certain players with a particular manager, but due to the complexities of forming teams, we cannot guarantee to satisfy all requests.

Try-Outs

The purpose of Try-Outs is to permit all BOD approved managers, coaches and BOD members the opportunity to assess each player's skills, such as: catching fly balls, fielding grounders, hitting, running and throwing.

All players of league age 8 or above shall attend tryouts. Failure to attend the required tryouts may result in the player being ineligible for the draft and result in a player being placed in a player pool.

Spring Training

BOD may choose to replace tryouts with "Spring Training". Instead of evaluating players in one traditional tryout session, players will be expected to participate in a 3-4 week skills clinic. The purpose of Spring Training is to allow managers and the BOD more time to evaluate players as well as give players extra practice to shine up their skills before the start of the season. Managers will make their draft decisions based on how the players perform during Spring Training. Majors and AAA are guaranteed a spot in Spring Training, AA will be based on availability of fields.

After Tryouts or Spring Training

The Majors managers will start the draft selection process after the conclusion of tryouts or spring training. The Minor divisions follow in descending order, AAA, AA, etc. The draft protocol will follow the recommended guidelines set in the Little League Operating Manual. The BOD will decide the actual sequence and details of the draft sequence.

The Major and AAA Division managers must protect his or her own player. A Majors/AAA Division manager may select one assistant coach prior to the draft. If an assistant coach is chosen prior to the draft, the manager must protect the assistant coach's player. In AA, a manager may select up to two assistant coaches, and must protect both assistant coaches' players. In all other divisions, it is based on parent requests, manager and coach pairings, etc. To ensure protection for the players, managers and coaches must be announced and approved prior to Try-Outs. The LPPLL Player Agents and President will ensure pairing is not done solely to circumvent the draft process. If necessary, pairing will be voted on by the BOD.

After soliciting evaluations by all managers and prior to the draft, the designated managers' and coaches' players are evaluated and placed in a "draft round" and will represent the team's pick for that round. If both players are determined to be first round picks, that team will forfeit its 3rd round pick and will receive an additional pick in the 9th round. The goal is to ensure a balance of competitive teams. Managers, coaches and BOD members who witness the draft, shall keep the draft order in strict confidence and will not disseminate any information regarding a player's pick or standing. Attendance at and participation in drafts is limited to Board members, managers and coaches.

After the teams have been formed and team rosters completed, managers are required to inform players and parents regarding team selection and practice schedules within 48 hours.

During the season if a player is lost due to an illness, injury, change of address, etc., the manager shall strictly adhere to the rules stated in Little League Rulebook. If a player is offered placement in a higher Division and elects not to move up, the player is prohibited from moving up for the rest of that current season.

Special Requests

Prior to the draft and by contacting the Player Agent in writing (electronically is acceptable), parents may request that a player not be placed above a certain level. The Player Agent and BOD Members must also keep in mind the safety of the player and the other players in each division when deciding whether to grant this request. Prior to the draft and by contacting the Player Agent in writing (electronically is acceptable), parents of players of similar age may request that siblings be placed on the same team. If the Player Agents, BOD members and respective Divisional Managers agree the request is appropriate, the draft process will be adjusted to keep the siblings together.

18. Complaints Regarding Managers, Coaches and Board Members

The complaint protocol is as follows:

1. If a parent objects to a team manager's policies or actions (or the actions of anyone else associated with the team or league), that parent should first discuss the matter directly with the person involved. Do not approach anyone during a game or practice with your objection. Call and discuss the matter over the phone, or make an appointment to see him or her in person. Do not attempt to raise your objection when children are present.
2. If you are not satisfied with the response from the manager or coach, you must contact your Division Representative to discuss the problem. The Division Representative is listed on the league website.
3. If you decide to pursue your complaint, you must submit your complaint, in writing, to the BOD. The BOD will meet to discuss the complaint. You may be invited to this meeting along with interested parties or witnesses regarding the complaint. The meeting will take place as soon as possible as long as there is quorum of the BOD. (Note: If this protocol is not followed the complaint will not be heard by the BOD.)
4. In the event that the complaint pertains to the actions of a BOD Member who is managing or coaching, you must contact either a Vice President or the President.

19. Complaints Regarding General Issues from the Membership

All complaints must be in writing and signed. Initially, the BOD will maintain the anonymity of all involved

parties. No verbal complaints will be considered.

1. The complaint letter must be brought to a BOD member.
2. Each letter will be read aloud in its entirety before the BOD. It will be determined at that time if further investigation, response or action needs to be taken. All BOD members present will have a vote in making this determination.
3. If further action is to be taken, the appropriate BOD member will notify the person(s) involved that a letter of complaint has been received. At a pre-determined BOD meeting, where the contents of the complaint will be read, the parties involved will be given the opportunity to present their sides.
4. If the BOD determines that disciplinary action is to be taken, it will be done as quickly as possible. 5. The letter will become part of the league's official records and be kept on file for possible future reference.
6. The appropriate BOD member with the findings will notify the parties involved.

20. Game Rescheduling (GENERAL GUIDELINES)

The only rescheduling of games will be for rainouts or if a team is unable to field a team due to a legitimate school function. The Division's Player Agent and President must approve such rescheduling. Games will be rescheduled provided the following procedures are followed:

- Rescheduling due to a school or other function:
 - The manager must notify the Player Agent at least two days prior to game day. Any team making false statements regarding ability to field a team will be subject to automatic forfeit.
- Rescheduling due to weather:
 - Any games rescheduled due to weather will be rescheduled based on field availability and team schedule.
 - If a game is halted, it will only be resumed if it was not a complete game and the rescheduling policy below is followed. If a game is resumed it will be from the point at which it was stopped and follow Little League Playing Rules. ○ Both managers MUST notify the Player Agent as soon as possible and provide the following information:
 - Indicate the date the game was to occur
 - The team they were scheduled to play
 - Possible dates for rescheduling (as well as dates they could not play)
- For divisions with player pitching:
 - Due to the pitching rules, a make-up game will have to occur when it allows for both teams to have sufficient pitching.
 - The game will be rescheduled within a two-week period.
 - The Player Agent MUST be notified
- For Majors and AAA:
 - All make-up games MUST be played in the half in which they were to occur. The President and Player Agent shall schedule all make-up games.
- AA, Rookie and T-Ball:
 - Games may be rescheduled as long as both managers agree and are approved by the Player Agent. • If either manager fails to notify the Player Agent, OR if a game is offered and there is no legitimate reason for a team not to accept the game time, it shall be grounds for forfeit.

21. Land Park Pacific Little League Local Rules (all levels)

- Adhere to all rules in the Little League Rulebook. In addition, the following shall be in effect:
- a. The continuous batting order is mandatory for all divisions during both regular and postseason play.
 - b. Free substitutions on defense are permitted.
 - c. Home team is the official scorekeeper and pitch counter for the game.
 - d. Home team occupies the 3rd base side, visitors occupy the 1st base side.
 - e. Batting Cage Access: For games on Dooley 1, the Visitor team may use the Batting Cage for 20 minutes starting from one hour before the game time, and the Home team may use the batting cage for 20 minutes starting from 40 minutes prior to the game time. (For example, for a 5:30 p.m. start time, the Visitor team may use the cage from 4:30 to 4:50 p.m., and the Home team may use

it from 4:50 to 5:10 p.m.)

- f. **Infield Access:** The Visitor team shall have access to the infield for 15 minutes starting 40 minutes prior to game time, and the Home team shall have access to the infield for 15 minutes starting 20 minutes prior to game time. (For example, for a 5:30 p.m. start time, the Visitor team shall have access to the field from 4:50 to 5:05 and the Home team shall have access to the field from 5:10 to 5:25 p.m.) To avoid injury to those preparing the field, neither team will have in-field access until infield field prep is complete.
- g. The umpire meeting should take place 5-10 minutes prior to game time.
- h. Each manager shall identify on his/her lineup card which players, if any, are ineligible to pitch in that game.
- i. No parents shall be on the field or in the dugout during game time unless they are the manager or an approved coach. Any person who has repeated access to, or contact with players or teams, must complete and submit an official "Little League Volunteer Application" and be subjected to a background screenings pursuant to Megan's Law, and criminal history checks. See Volunteer Eligibility for more information.
- j. An approved (screened) adult volunteer must be in the dugout at all times.
- k. Each manager will complete the Game Summary Form for all Baseball Majors, AAA and AA games within 24 hours after the conclusion of the game.
- l. The President or designated BOD member may call the game due to weather or field condition prior to games starting.
- m. The BOD Member on Duty will determine with input from team managers whether the fields are playable as a result of weather conditions.
 - i. Once a game is begun, the umpire makes all judgments regarding halting play due to weather conditions and/or lack of daylight.
 - ii. If there is no umpire, then the BOD Member on Duty will make the final decision.
- n. In the event of rule violations during the game, follow the Little League Official Regulations and Playing Rules for the violations in question and consult with the umpire or the BOD member on duty.
- o. Each team is responsible for cleaning up after the game in and around the dugout area. If you are the last game of the day, ensure all equipment is put away.

Any questions regarding Local Rules or Little League Official Regulations and Playing Rules should be directed to your Division Representative.

Field Preparation:

1. Home team is responsible for field prep;
2. Managers/coaches shall arrive at least one hour prior to game time to prepare the field.
3. Field preparation equipment is located in the sheds beneath the bleachers.
4. Outfield foul lines shall be painted if present condition is insufficient.
5. Pre-game raking and watering of infield dirt shall occur if field conditions require.
6. Infield lines and batter's box shall be prepared with chalk or paint.
7. Bases shall be put in place.

Field Clean-up:

1. Home team is responsible for clean-up.
2. Pull bases and put them in shed.
3. Rake pitcher's mound, batter's box, base lines (rake parallel to baselines) and base areas.
4. Rake perimeter of infield toward the dirt to get dirt off grass.
5. Drag infield (NEVER use draggers on grass).
6. Water infield, pitcher's mound, batter's box, base lines.
7. Replace field equipment and lock shed.

Field Etiquette:

For all players, managers and coaches to have the best experience possible, the following field etiquette must be followed:

1. No hitting hard balls into the fences.
2. No players, spectators or others allowed in the bullpens or batting cages unless they are specifically involved in the game on the field.
 - a) No parents are to be allowed on the field, prior to, during or after the games. All meetings should be held outside of the field. Parents can hand drinks to the manager, coaches and players (per manager or coaches approval or specific team rules) prior to the game starting.
3. A good game tempo must be utilized:
 - a) Minimize having meetings when you are ready to take the field. Save the meetings for when your team exits the field.
 - b) Prepare for when your catcher needs time to get gear on. Have an extra helmet with throat guard available for the back-up. Remember, an adult is NOT ALLOWED to warm up the pitcher.
4. Exit the dugouts and the field in an expeditious manner. This is extremely important when another game follows. Be courteous to your fellow managers and allow them to take the field for preparation of their next game, while you meet with your team outside the fence line.
5. If a game is scheduled to follow your game, clear out the dugouts quickly and have your team exit so the next team can take the field.
 - a) If you're responsible for prepping the field, then do so prior to having your team meeting.

Regulation Games:

Regulation Game Clarification - The goal is to have a game consisting of six innings with a definitive winner. However, in some situations a regulation game may not be possible due to weather, daylight or other safety concerns. The Little League Rulebook defines a regulation game as 3.5 innings if the Home team is winning, 4 or more complete innings if the Visitor team is winning.

Rules Governing Divisions:

a) Baseball Divisions

The following are the baseball levels typically provided at LPPLL and the league age of the participants (baseball age is the age the player will be on August 31st of the season):

- Juniors – Player ages 13 and 14
- Majors – Player ages 12 and 11
- AAA – Player ages 11, 10, and 9.
- AA – Player ages 9, 8, and 7.
- Rookie – Player ages 7 and 6.
- T-Ball – Player ages 6 (if have not previously played T-Ball) and 5.

These ages dictate a maximum age requirement, not a minimum. In other words, a 13-year-old is ineligible for Majors without a waiver, and so on.

Any request for a player younger than age 11 in the Majors division or a player younger than age 9 in the AAA division requires written permission by the President or Vice President of the league AND the upper division player agent, as compliant with LLI roles. The leadership represented by this group of BOD members will consider the following criteria:

1. Is the player capable of playing at the promoted level based on his/her demonstrated physical skillset?
2. Is it likely that the player will be drafted in the first 8 rounds?

11 year olds are not guaranteed a roster spot in the Majors division based upon the outcome of the Majors draft. 11 year olds undrafted in the Majors draft will play in the AAA division.

9 year olds are not guaranteed a roster spot in the AAA division based upon the outcome of the AAA draft. 9 year olds undrafted in the AAA draft will play in the AA division.

b) Playing Rules – Juniors

Rules are determined based on participation in the inter-district league.

c) Local Rules – Majors

Adhere to all rules in the Little League Rulebook with the following additions:

- Selection of the team to play in the Tournament of Champions shall be based on the winner of a Dooley Championship Series playoff at the end of the regular season, according to procedures to be established by the BOD and published by the start of the regular season.
- Pool players: If a team has a scheduled game in which fewer than nine (9) players can attend, a pool player may be added to the roster for that game only. The pool player shall be selected at random by the Player Agent from a list of eligible names to be compiled by the Managers and the Division Representative. Pool players must bat in the 9th position of the batting order, and may only play outfield positions.
- Mandatory Play: a player cannot sit defensively for more than 3 innings, no more than two of which may be consecutive.
 - Violations of mandatory play rule:
 - o First violation: Manager receives warning.
 - o Second violation: Manager receives one game suspension.
 - o Third violation: Manager receives two game suspension plus suspension for all DCS games.
- Play 6 innings or until darkness, in which case the score shall be the score at the end of the last full inning.
- Tie Games:
 - Regular Season: If the game is tied after 6 innings, one additional inning may be played if daylight allows. If the game remains tied, the game shall be declared a tie. •
 - DCS: If the game is tied after 6 innings, the following tie-breaker will be played to determine a winning team:
 - The seventh inning will be played as normal.
 - Starting in the top of the eighth inning, and each half inning thereafter, the offensive team shall begin its turn at bat with the player who is scheduled to bat last in that respective half inning being placed on second base.
- 10-Run Rule:
 - Once a game is "official" after 3.5 innings, if the home team is up team 10 or more runs or after the completion of 4 innings or if the visiting team is up 10 or more runs the manager of the team with least runs shall concede the victory to the opponent.

Note: All-Star players will be selected from this division.

d) Local Rules – AAA

Adhere to the Little League Rulebook with the following additions:

- Selection of the team to play in the Tournament of Champions: same as Majors.
- Pool players: same as Majors.
- Mandatory Play:
 - A player cannot sit defensively for more than 2 innings, which may be consecutive.

All players must play at least one inning in the infield prior to the completion of the 4th inning.

Violations of mandatory play rule:

- o First violation: Manager receives warning.
- o Second violation: Manager receives one game suspension.
- o Third violation: Manager receives two game suspension plus suspension for all DCS games.

Speed Up Play:

A courtesy runner shall be used for the catcher when there are two outs.

The courtesy runner shall be the last batter called out (not an out on the bases).

No dropped third strike rule.

Maximum 5 runs per inning with the exception of the 6th/open inning, or extra innings.

Game Length/Open Innings:

No game shall be more than 2 hours. At the start of the game, the umpire shall set a timer for 1 hour 20 minutes (regular season) or 1 hour 30 minutes (DCS). The umpire shall announce the start time and the home team (official scorekeeper) shall record it.

When the timer goes off, if the visitor is at bat with no outs, it is the final inning ("open inning"). Under any other circumstances, the next inning will be the final one. The Umpire shall announce the open inning.

Tie Games:

- Regular Season: If the game is tied after 6 innings, one additional inning may be played if daylight allows. If the game remains tied, the game shall be declared a tie.
- DCS: If the game is tied after completion of the open inning, the following tie breaker will be played to determine a winning team:
 - The next inning will be played as an open inning.
 - Starting in the top of the second extra inning, and each half inning thereafter, the offensive team shall begin its turn at bat with the player who is scheduled to bat last in that respective half inning being placed on second base. The inning shall be played as an open inning.

10-Run Rule:

Once a game is "official" after 3.5 innings, if the home team is up team 10 or more runs or after the completion of 4 innings or if the visiting team is up 10 or more runs, the scoreboard will be turned off and manager of the team with least runs shall concede the victory to the opponent. Both teams will to play until 6 innings have been completed or time has expired.

Last inning played will not be an "open inning" and will have a maximum of 5 runs per innings.

The pitchers pitch count will still be counted and pitching regulations based on Regulation VI will still be strictly enforced.

Note: All-Star players will be selected from this division.

e) Local Rules – AA

Adhere to all rules in the Little League Rulebook with the following additions:

- No game shall be longer than 1 hour 30 minutes (90 minutes).
- Game shall consist of up to 6 innings. Games may end earlier by agreement of both teams.
- No extra innings in the event of a tie.
- Pitching distance to be 42 feet. Early in the season, both managers may collectively agree to move the mound forward to accommodate pitchers who are not yet ready to pitch from the 42 foot distance. The goal is for all pitchers to be pitching from 42 feet by the end of the season. Discretion is allowed for the President and Division Representative (after consulting with managers) to change the distance to 46 feet half way through the season or at any other point if the pitching supports it.
- No STANDINGS but score is kept. THIS IS AN INSTRUCTIONAL LEVEL.
- Ten players on the field for defense, 4 outfielders.

- No player shall pitch more than six (6) defensive outs in any single game.
- Maximum 5 runs per inning, three outs or batting through the order (if suiting up less than 10 players, can bat 10 batters in an inning even if it means several players are batting more than once).
- Mandatory rotation of players throughout various positions (except pitching). ▪ All players must play at least two innings of infield in the first 4 innings. If a team has 13 players present, all players must play at least two innings of infield in the first 5 innings. ▪ Maximum two innings per game at a specific position except for pitcher, which is based on total number of defensive outs (up to 6).
- No WALKS. If four balls are pitched, a coach will pitch a number of pitches equal to the strikes remaining on the batter. At bat continues when fouling off the final pitch unless caught. If the player misses or the coach pitches were unhittable, the player is out. Discretion is allowed for the President, Division Representative, managers and coaches to eliminate the coach pitch half-way through the season or at any other point if the pitching supports it
- Safety ball is used (not T-ball, but other safety soft ball).
- Bunting is allowed, except when coach pitches.
- No dropped third strike rule.
- No stealing or advancing on a passed ball or wild pitch.
- Runners may not advance more than one base on each overthrow.
- Game played regardless the number of players.
- Volunteer umpires may be used. If no volunteer umpire is available, the games are to be umpired by managers, coaches, and/or parents who are approved volunteers. Prior to the start of the game, a discussion between managers should occur to discuss the strike zone and umpiring responsibilities.

f) Local Rules - Rookie

Adhere to all rules in the Little League Rulebook with the following additions:

- No game shall be longer than 1 hour 30 minutes (90 minutes).
- Game shall consist of up to 6 innings. Games may end earlier by agreement of both teams.
- No extra innings in the event of a tie.
- NO STANDINGS and NO SCORE is kept. THIS IS AN INSTRUCTIONAL LEVEL. ▪ 6 Players in the infield (including pitcher and catcher). All other players in the outfield. ▪ All players must play at least two innings of infield in the first 4 innings. If a team has 13 players present, all players must play at least two innings of infield in the first 5 innings.
- Maximum two innings per game at a specific position.
- Maximum of two coaches in the outfield for defensive direction.
 - Coaches will pitch to his/her team from one knee at approximately 35 feet.
- The coach that pitches cannot direct the runners. Saying "go" or "run" is not direction. The purpose of this rule it to have the players look to the first base or third base coach

for direction.

- Maximum 5 runs per inning, three outs or batting through the order.
- Maximum 7 pitches per at bat. At bat continues when fouling off the seventh pitch unless caught. If after 7 pitches the player doesn't hit the player sits down; the player is not out.
- Base coaches must be coaches (not players).
- No infield fly rule.
- No sliding – offending player warned.
- No bunting – Batter returns to batting with that pitch expended.
 - No stealing - Players are warned and returned to base that they vacated.
- On an overthrow a runner may NOT advance.
- Safety ball is used (not T-ball, but other safety soft ball).
- Once the ball is controlled within the infield, the play is over. Runners get to advance to the base they're going to.
- Players can overrun a base and are declared safe as long as no turn to advance is made (specifically 2nd and 3rd base).
- Game played regardless the number of players.

g) Local Rules - T-Ball

Adhere to Little League Regulations with the following additions:

- No more than 12 players per team.
- NO STANDINGS. Every team wins every game.
- All players will play in the field and bat each inning.
- Only two coaches on the field at any one time.
- Base paths are 50 feet (10 feet shorter than the posts).
- No stealing.
- No sliding at any time.
- Runners may NOT advance on an overthrow.
- No infield fly rule.
- T-ball designated safety balls are used at all times.
- Once the ball is controlled within the baseline, the play is over. Runners get to advance to the base they're going to.
- Game played regardless of the number of players.
- Each game will be 3 innings long or an hour in length, whichever comes first. Home team shall announce and record start time.
- We will use a 15-foot dead circle. All batted balls must travel outside it or be ruled a foul ball.

22. All-Star Selection Procedures

The All-Star roster is determined in two parts. The first part is the result of direct voting by the players, managers and coaches. The second part is determined by the managers as more fully described below.

All Star Committee:

- An All-Star committee comprising no fewer than four BOD members, which also must comprise either the President OR the Vice President AND the Upper Division player agent OR the Coaching Coordinator, shall determine the following factors each year prior to the voting process:
 - Whether players of a certain age, depending on which division they participate in in the regular season, should be allowed to appear on more than one ballot (e.g., should 10-year-olds who play in Majors be allowed to appear on all three ballots?)
 - If this is allowable, the committee must develop a process to inquire with all relevant families which ballot(s) they would like to see their players on
 - If this is not allowed, how to determine which ages should appear on which ballots and whether that is regardless of division (e.g., 10-year-olds who play in Majors are allowed on more than one ballot, but what about 10-year-olds who play in AAA)?
 - How ballots are developed, administered, and counted
 - NOTE: ANY BOD member whose child is on ANY ballot MAY NOT participate in administering or counting those ballots; however, if their child is on only one ballot, it is permissible for them to participate in administering or counting the ballots in which their child's name does not appear
 - Whether Players, Coaches and Managers may or may not vote for players from their own teams, including themselves (players)
 - Which divisions vote on which ballots (upper division only).
- THESE DECISION POINTS MAY CHANGE FROM SEASON TO SEASON TO ALLOW THE BOD TO CONSIDER THE MAKEUP OF THE AGES IN EACH OF THE UPPER DIVISIONS FOR ANY GIVEN YEAR. However, the BOD will aim to determine the outcomes of each decision points and the elections process within the first four weeks of the regular season.

Eligibility:

Players must meet the eligibility requirements of Little League International General Eligibility Rules and Tournament Rules to be eligible to be an LPPLL All-Star.

Advisory to Parents and Guardians:

Players aged 9 and up are eligible to make the LPPLL All-Star teams. In order for your child to be considered, your player's commitment is required during the tournament season. This commitment consists of being available DAILY for practices and games from June 1st until at least mid-July and possibly mid-August (depending upon the success of the team). Families are advised to plan accordingly.

Commitment Letter:

- To be eligible for consideration as an All-Star, families must complete the Commitment Letters that are distributed to all families in AAA and Majors describing the commitment expectations of LPPLL as well as a summary of the All-Star selection process. All families must return the form, indicating whether their child wishes to be considered for an All-Star team. Forms must be signed by a parent or guardian, even if the family declines to participate in All-Stars.
- The player's commitment to full participation is required during the tournament season. The commitment can run from early June through August, depending on the success of the team. The managers may hold daily practice. The expectation is that players attend all practices. Managers may only excuse a player from attending three full or partial practices or one game for good cause. Good cause will never include playing another sport. The Board of Directors (BOD) retains discretion to excuse further absences in extraordinary circumstances. Should a player have an unexcused absence or partial absence from a practice or game, the manager shall notify the BOD, which will then collect the relevant information and determine whether to remove the player from the team.
- For players who wish to be eligible for All-Stars, the completed Commitment Letter shall specify

information including whether the player is available for daily practices or whether there is a period of time for which the player will be unavailable. For those players with a period of unavailability (e.g., due to a family vacation, etc.), the Commitment Letter shall require that the family certify that they understand the player may not be placed on the ballot if there are enough fully-committed players for consideration.

- For each All-Star team, if there are eight fully-committed players, the partially-committed players shall not be eligible for the ballot. However, those players may still be eligible to be selected by the managers, at the discretion of the managers, taking into consideration the timing of each player's period of unavailability. Prior to the occurrence of the voting, the BOD shall make reasonable efforts to notify families of partially-committed players their child is not eligible for the ballot, but are eligible to be selected by the managers.

All-Star Ballots:

- The President delegates a member of the BOD to generate All-Star ballots.
- There are four different ballots for the four different All-Star teams: (1) the 9-10-11 team, (2) the 10-11 team, (3) the LPPLL All-Star team (which can comprise players up to age 12 who played in the Majors division during the regular season), and (4) Juniors All-Star team.
- All Juniors Players who are eligible for All-Stars will be placed on the Juniors All-Star team ballot.
- Voters include all players in the AAA, Majors, and Juniors divisions, the managers of each team in those divisions, and the two official coaches for each team in those divisions.
- The ballots for players shall specify that the voter may select up to 10 players. A ballot selecting more than ten players is invalid and will not be counted. A ballot may reflect selection of fewer than 10 players and remain valid.
- The ballots for managers and coaches shall specify that the voter must select 10 players. A manager's or coach's ballot with less or more than 10 will not be counted.
- Juniors players vote only for the Juniors team.
- Ideally, voting shall take place immediately following each team's final regular-season game. If that is not possible, the voting may be moved at the discretion of the board, aiming to conduct each vote within three days of the teams' final games.
- Each team's voting process shall be overseen by a member of the BOD who does not have a child in the division being overseen. Players are not allowed to discuss the ballots with each other before the votes are collected. Coaches and managers are not permitted to influence the players' votes in any way.
- Votes shall be collected and transmitted to a delegate of the President's choosing to count the ballots; this can happen at the aforementioned recommendation of the All-Star Committee. Counting of the ballots shall be performed by two BOD members, neither of whom has a child in the age division for which they are counting ballots.
- The vote shall determine the first eight roster spots on each All-Star team.
- All candidates on the ballot shall be ranked according to the following formula:
 - $(\text{percentage of player votes for the player as a function of total player votes cast} \times 0.4) +$
 $(\text{percentage of coach votes for the player as a function of total coach votes cast} \times 0.1) +$
 $(\text{percentage of manager votes for the player as a function of total manager votes cast} \times 0.5).$
 - The formula generates a numeric value and all players will be ranked according to that numeric value.
 - The eight players with the highest numeric value from the formula will be included on the corresponding All-Star roster.

Completion of the All-Star Rosters:

- Each All-Star team shall comprise 12-14 players.
- Eight of the players are selected by the vote as described above.
- The remaining players shall be selected at a meeting of the regular-season managers in the corresponding divisions (AAA and Majors managers for the 9-10 team, the 9-10-11 and LPPLL All Stars teams, and Juniors managers for the Juniors team).
 - The meeting shall take place at a reasonable time and place, with a goal of including as many

- managers as possible, but no fewer than over half for each division. The attendance of every manager is not necessary for a valid selection process. If a manager is unable to attend the meeting, a BOD approved coach from that team may attend in the manager's place.
- A BOD representative who does not have a child in the relevant division shall attend the meeting for the purpose of sharing the vote-based roster of eight players with the managers.
 - The BOD representative shall also remain at the meeting to ensure it is conducted in an appropriate manner and to record the final selections.
 - The BOD representative shall make no effort to influence the managers' selections.
 - The BOD representative shall share the following information with the managers:
 - Eligible players include the players who were not voted on as well as any partially-committed players that were not included on the ballot due to their inability to fully commit to the time requirements.
 - The managers shall complete the roster based upon factors including but not limited to:
 - Quality of play,
 - Baseball skill and athleticism,
 - Position needs,
 - Character, and
 - Player availability as listed on the player's signed commitment letter.
 - The managers have discretion to add four to six players to the roster as they see fit to create the best possible team. The managers shall take into consideration the different tournament rules that apply to a roster of 12 versus a larger roster.
 - The confidentiality of the proposed players for the All-Star team is of utmost concern.
 - The selection order will not be discussed outside the managers' meeting and under no circumstances should players or parents be told of the selection order of the players.
 - The names of the players shall not be made public until the 6:00 a.m. following the conclusion of the final DCS game, barring any unforeseen circumstances.
 - The player roster will be selected prior to the selection of the All-Star managers and coaches.

All-Star Manager and Coach Selection:

- All relevant division managers and coaches shall be sent a form summarizing eligibility and expected time commitment. Only managers and coaches in the regular season in the relevant division shall be eligible for selection (however managers are not limited to becoming managers and coaches are not limited to becoming coaches). The form shall indicate whether the manager or coach wishes to be considered, and in what role.
- From the list of eligible candidates who wish to be considered, the BOD will select the managers of the All-Star teams. Considerations shall include:
 - Previous coaching experience, including All-Star experience,
 - Character, and
 - Regular-season and playoff performance.
- The BOD may require interviews of prospective managers and coaches to clarify each person's aptitude for their role.
- Once the All-Star managers are selected, the managers shall then select two formal coaches from a list of BOD-approved, eligible coaches.
 - No more than two formal coaches shall be selected per team.
 - Informal assistants are permitted, however those individuals must undergo an appropriate background check prior to working with players.

All-Star Team Administration:

- Families are responsible for the cost of the All-Star uniforms. In the event a family cannot afford the cost of the uniforms, scholarships will be available at the President's discretion. LPPLL shall provide the managers and coaches with hats and polo shirts at LPPLL's expense.
- Shortly after the All-Star teams are made public, the BOD shall hold a barbecue at Dooley Field to welcome the players and families. The barbecue will be hosted by the 10-11 team's All-Star families. During the barbecue, each All-Star manager shall host short, breakout meetings that include the President. Talking points for the managers shall include:
 - Explain how All-Stars is different from the regular season. [Many players already know it, but there are rookies at every level.]
 - Discuss your philosophy for setting lineups and playing time.
 - Discuss your philosophy for how you will communicate the roles.
 - Describe how you need every one of your players at every practice.
 - Explain that the only reasons to miss practice are events like an illness or family emergency. Advise the parents that if their child cannot be at practice, they should contact you and let you know why.
 - Tell the players that when they come to practice, they need to stay for the entire practice. If they need to leave a practice early for some reason, please tell you about it ahead of time. ○ Leaving early without permission is the same as missing practice. You cannot excuse anyone to leave early to attend an event for another sport.
 - You and your coaches will treat every player with respect. You expect the same respect in return. Further, you expect the players to treat each other with respect too. We are going to be positive and support our teammates.
- When an All-Star player has any absences beyond those which the manager is authorized to excuse, the manager must inform the BOD of the circumstances, and the BOD may then take action as appropriate and necessary.
- In the event an All-Star player is removed from the team due to absence, incident, injury, or because the player is no longer eligible under Little League rules, the President shall have discretion to determine how to proceed relative to replacing the player, consistent with Little League rules. However, once rosters are submitted to Little League International, no substitutions are allowed.