

LAGUNA YOUTH BASEBALL COACHES MANUAL

1.0 League Objective: The primary objective of the league is to develop and promote in children, ages five to twelve, through the medium of properly supervised and competitive baseball: (1) good sportsmanship; (2) understanding and respect for rules, coaches, and umpires; (3) courage in defeat; (4) tolerance and modesty in victory; and (5) a spirit of cooperation and team play. In the attainment of this objective, the instilling of a desire to win, or the winning of games, is to be the secondary objective.

2.0 League Boundaries: Children ages five through twelve residing in the area bounded on the North by Florin Road, on the South by Dillard Road, on the East by Highway 99, and on the West by the Sacramento River are eligible for play in the Laguna Youth Baseball League (LYBL). Children registered in the league the previous year who move outside these boundaries will be granted permission to play under the Grandfather Clause of Cal Ripken Baseball.

3.0 Purpose of Coaches Manual: The purpose of this manual is to provide each coach in the LYBL a guide of league approved rules and procedures to follow. The rules and procedures in this manual are not open to interpretation. If something is unclear, the coach needs to contact their Division Manager (DM) for clarification. Any coach that knowingly, or under a plea of ignorance, violates any rules or procedures in this manual will be brought before the board for disciplinary action.

4.0 Changes to the Manual: The rules in the LYBL Coaches Manual will be followed at all times for league and post season play. Any requested change must be forwarded to the DM of your division or any Executive Committee (EC) member. Any proposed changes that are presented to the Board can only be implemented if they are adopted by a majority of the Board members attending the meeting at which the change is voted on. If a change is voted on and approved, the change will be effective immediately and all DMs will notify their coaches. Changes made to the Coaches Manual must be made between August 1st and December 1st.

5.0 Division Managers (DM): The DM and the coaches are the backbone of the league. The main purpose of the DM is to serve as a communication medium from the Board to the players, parents, and coaches within their division. The responsibilities of the DM are as follows:

- A. Nomination of managers and assistant coaches to the board for approval. The DM will nominate the best available coaches to fill vacancies within their division.
- B. Distribution of League information to the teams within their division.
- C. Coordinator of volunteers for work parties, snack bar, etc.
- D. Oversee the conduct of the coaches within their division.
- E. Collection of all league required forms from the teams within their division.
- F. Ensure all teams within their division are equipped to play.
- G. Ensure all league issued items are returned at the end of the season.

6.0 Coaches:

6.1 Coaching Priority: Coaches for league play are approved by the Board annually between December and March of the league year. No one under the age of 21 will be allowed to be the head coach of any team. All assistant coaches must be at least 18 years old unless otherwise approved by the Board. Any person that is declined a coaching position can appeal the decision to the EC. The order of priority of approved head coaches and assistants is as follows:

- A. Individuals that were a head coach or an assistant coach the previous year will be given priority for positions over those that were not.
- B. A head coach returning to the same division with the same protected player will have first right of refusal to manage the same team in the same division.
- C. If a division has more individuals volunteering to serve as head coaches than the number of teams available, priority for head coaching positions will be determined in the following order of groupings based on the coaches' status from the preceding LYB season: (1) head or assistant coaches returning to the same division with the same protected player; (2) head or assistant coaches with 2 or more years of coaching experience in LYB who are moving up from the immediately preceding division and their player is the oldest age typically allowed in the division; (3) head coaches with 2 or more years of coaching experience in LYB who are moving up from a lower division and their player is not the oldest age typically allowed in the division; (4) head coaches with fewer than 2 years of coaching experience in LYB whose player is not the oldest age typically allowed in the division; (5) assistant coaches moving up from a lower division; and (6) persons who were not head or assistant coaches in the league the previous year. In progressing through this coaching priority, the Board maintains the discretion to approve head coaches from a lower priority over a coach in a higher priority if deemed to be in the best interest of the league. If there are more volunteer head coaches in a grouping than head coach positions available, then the open coaching positions will be filled by a random draw that will be conducted before the LYBL Board. If a random draw is necessary and a LYBL Board of Directors member is in the draw, then the EC will determine whether the LYBL Board of Directors member should be given priority to fill one of the open coaching positions. The head coach will provide nominations for their assistant coaches.
- D. If "Section C" implementation is required in a season for any division, the Board will ensure that there are a sufficient amount of coaches available for Traveling All Stars coaching consideration.

6.2 Coaches Meeting: All teams must be represented at a coaches meeting to be held before the first tryout date. The date and location of the meeting will be announced. It is recommended that all coaches attend the meeting but all teams need at least one coach in attendance, preferably the manager. If a team is not represented at this meeting, the entire coaching staff may be replaced.

6.3 Roles and Responsibilities: It is the coaches' responsibility to train the children in baseball and good sportsmanship. Coaches will strive to meet the children's individual needs as they work in a team atmosphere. Coaches will have complete control of activities, conduct, and welfare of their players and parents while on the playing field. A coach shall conduct him/her self in an adult and courteous manner at all times with players, coaches, and umpires. There will be no profanity at any time. The coaches are responsible for the children and need to set a good example in their conduct and in exhibiting respect to others, especially the umpires. The children are the reason for the league and their well-being, training, and Cal Ripken experience must be of paramount importance in everything we do. Safety, fairness, obedience to the rules, good sportsmanship, and positive attitudes must be evident at all times. At no time will a coach conduct a scheduled or unscheduled practice with less than four (4) players.

6.4 Support of Program: It is the coaches' job to follow and support all programs adopted by the LYBL Board. Disciplinary action can and will be taken by the Board in situations when the coaches fail to follow league rules, by-laws, and policies up to and including dismissal from their coaching position.

6.5 Background Check: All coaches including the fourth or alternate coach must submit to a background check as outlined each year by the Board. A coach may not participate in practice, games, or team meetings until he has submitted to the required background check. A coach may be asked to step down without recourse to the Board if a negative report comes back. A coach may be reinstated upon clearing up any derogatory errors on the background check and passing a new background check.

6.6 Number of Coaches Per Team: Before rosters are distributed, the league will recognize and approve three (3) coaches for each team in all Divisions except for AA. In AA, the league will recognize and approve two (2) coaches for each team unless there are a sufficient number of persons volunteering to serve as head coaches in the division in which case three (3) coaches will be allowed. Prior to the first game, all teams may identify and submit a person to the league as a fourth coach for Board approval. In AA, the teams may identify and submit one or two people to the league as a third and/or fourth coach for Board approval. All Board approved coaches are permitted to be in the dugout during a game. If there is an anticipated surplus or shortage of coaches in a particular division for the playing year, the Board may increase or decrease the number of coaches allowed before tryouts (for the AA, AAA, Minor, and Major Divisions) and before rosters are distributed (for the Single A and Rookie Divisions) as necessary.

6.7 Coaches at Games: Listed coaches in good standing must be the field coaches when present at games. At no time are more than four (4) coaches allowed to work a game or be in the dugout area. This includes rotating between the dugout and the bleachers during the course of the game. The coaches that start a game are the coaches of record and that may not change during the game. Violations of this rule may result in a one game suspension for the manager by the Competition and Rules Committee.

6.8 Ejections: It is the responsibility of the head coach or coach in charge and umpire to report any ejection on either team to the President, Vice President, umpire coordinator, or their DM the same day or night of the ejection. The umpire crew is required to report the ejection to the Chief Umpire who must then notify the LYBL Umpire Coordinator. Failure of the coach to do so will result in a two (2) game suspension.

6.9 First Aid Training: It is highly recommended that at least one (1) member of each coaching staff have first aid and CPR training.

6.10 Equipment: Coaches will be responsible for all equipment and uniforms issued by the league. All issued items must be returned to the league no later than one (1) week after conclusion of play or at the time arranged for by the League's Equipment Manager. The team manager may be held financially responsible for all equipment not returned or equipment damaged more than normal wear and tear.

6.11 Reporting Scores: For teams in the Major, Minor, AAA, and AA Divisions, it is the coaches' responsibility to make sure that the game scores are reported through the league's website within 24 hours after the completion of the scheduled game. The Single A and Rookie Divisions do not keep score.

6.12 Code of Conduct Forms: At the Coaches' Meeting each Head Coach will receive Parent Code of Conduct forms for the parents of the players on your team to sign. It is the Head Coach's responsibility to ensure that the parents have signed the form and the Head Coach is required to bring the signed forms to each game. Parents who violate these rules may be disciplined at the game (told to leave) and/or required to appear before the LYB Board of Directors. Violations may result in a variety of consequences, including parental bans from games or other league activities. Head Coaches are responsible for their players and for controlling their stands. Disruptive parents who do not follow coaches, umpires or Board Members instructions may cause the Head Coach to be suspended, the game forfeited, and/or the game be abandoned by the umpire.

7.0 Equipment: All league sponsored teams will receive equipment that will be returned at the end of the season. Please see Section 6.10 for information regarding when the equipment must be returned.

8.0 Uniforms: All players will receive league issued uniforms. A player must wear the league issued uniform for all games. The only exception is players and coaches may wear "Pro Fit" caps as substitutes for league issued caps as long as they match IDENTICALLY to the league issued caps. The player's first or last name or nickname may be applied to the back of the jersey, but this can be done only if the entire team has names on the back.

9.0 Fields: Only fields assigned by the Master Scheduler may be used by LYBL. These are the fields that schools and CSD have authorized the League to use. The fields will be assigned by the Master Scheduler for practices and games. **DON'T ABUSE THEM OR WE WILL LOSE THEM!!!!**

10.0 Complaints, Ejections, Protests

10.1 Competition and Rules Committee (CRC): The CRC will convene to rule on protests, behavioral and conduct issues brought before the Board regarding players, coaches, umpires, and parents. The CRC is made up of the: Umpire Coordinator, the Past President, one (1) EC Member (with preference for Vice President), and a parent at large. There will be a pool of parent volunteers to select from for the parent at large position on the CRC. The pool of parent names will be approved by the EC. The parent at large cannot be a parent of a player in the same division as the individual being brought before the CRC. The parent at large cannot sit on two successive CRC dates. Any ruling by the CRC may be appealed to the EC. The appeal must be received in writing or email by a member of the EC within 48 hours of the written or electronic notification of the CRC.

10.2 Complaints: All complaints must be submitted in writing to the CRC within 48 hours of the incident. Any complaint submitted after 48 hours will not be considered. The CRC will have the alleged subject provide a written rebuttal as to what occurred. The CRC will act upon the complaint, with each party having the opportunity to submit background information in person and have one corroborating witness for both sides. The hearing procedures for the CRC are as follows:

- A. CRC will notify all parties of the time and place of the hearing.
- B. The following is a guideline for written and oral presentations.
 1. Brief summary of events.
 2. Names of persons involved.
- C. Each side will be given five (5) minutes for oral presentations.
- D. Each side will be given three (3) minutes for rebuttal.
- E. Committee members are not to interpret presentations. After the rebuttal period, committee members may ask questions.
- F. The committee will issue a binding judgment and notify the individual affected of the decision.

10.3 Coach Ejections: Any coach or player involved in an ejection as well as the umpire issuing the objection or the Chief Umpire must make themselves available to meet all requests of the CRC. Any coach that is ejected from a game must immediately leave the park. The coach may not communicate either verbally or non-verbally with the team. When a coach is ejected, the coach will be suspended for the next game unless the ejection is appealed to the league. The coach may appeal within (48) hours of the start of the game from which he or she was ejected. The appeal must be in writing to the CRC. If appealed, the coach will be allowed to continue to coach until the league hears the appeal. If after gathering information regarding the appeal the Umpire Coordinator determines the appeal does not present an issue that needs to be decided by the CRC, then the Umpire Coordinator shall deny the appeal without a hearing. If the Umpire Coordinator decides a hearing is appropriate, then the hearing procedures set forth at Section 10.2 will govern the appeal hearing. Once the appeal is heard, if the ejection stands, then the coach will be suspended for the next game that is held after the decision on the appeal is made.

If a coach is suspended for a game, the coach will be allowed to attend the next game played and sit in the stands, but will not be allowed to coach his team or communicate either verbally or non-verbally with them. If the coach is determined to have coached or attempted to coach his team from the stands, then the coach will be asked to leave the park/field immediately and will be subject to additional disciplinary action by the CRC.

Any coach, who is ejected from more than one game in a season, will be suspended immediately pending a CRC hearing and judgment. The hearing may result in suspension from coaching LYBL for the remainder of the season or a possible indefinite suspension. Any coach ejected more than one (1) time in a calendar year will be automatically disqualified, pending appeal, from coaching tournament or divisional All-star teams for that year.

10.4 Player: Any player that is ejected from a game must immediately leave the park. The player must immediately leave the dugout area. The ejected player must also sit out the next game notwithstanding section 16.15. The player may appeal the ejection within (48) hours of the start of the game from which he or she was ejected. The appeal must be in writing to the CRC. Any player who is ejected more than one (1) time in a season will be suspended immediately pending a CRC hearing. The hearing may result in suspension from Cal Ripken Baseball for the remainder of the season, and may nullify any All-Star or TOC participation.

10.5 Protests: If the need arises for a protest, all coaches must conduct themselves in a professional manner and demonstrate good sportsmanship. Any protest, to be considered valid, must be filed with the umpire in charge by the coach immediately at the time of dispute and before the next pitch. The protest must be presented in writing, accompanied by a \$20.00 protest fee, within 48 hours of the protest, to the CRC Chairman, the league President, Vice President, or your DM. All protests will be reviewed by the CRC. The committee will convene a protest hearing if they determine more information is needed. Any ruling by the CRC may be appealed to the EC. The procedure for a protest hearing is as follows:

- A. CRC will notify both team managers of the time and place of the hearing.
- B. Each coach must bring their scorebook to the hearing.
- C. The following is a guideline for written and oral presentations.
 1. Brief summary of events.
 2. Names of persons involved.
 3. Cite the actual rule or by-law in question.
 4. Recommend action to be taken.
 5. Each side will be given five (5) minutes for oral presentations.
 6. Each side will be given three (3) minutes for rebuttal.
 7. Committee members are not to interpret presentations. After the rebuttal period, committee members may ask questions.
 8. The committee will issue a binding judgment. If the protest is approved, the protest fee will be refunded.

10.6. Complaints Regarding Umpires

When two or more ejections are issued by an umpire in a single season or three or more complaints are directed toward an umpire in a single season, then the CRC has the right to request a mandatory meeting with the umpire at issue and the Chief Umpire to discuss and mediate issues and discuss possible suspension or removal of the umpire from certain or all league games.

11.0 Drug, Tobacco, and Alcohol Prohibition: The use and/or consumption of any drug, tobacco, or alcohol immediately before, during, or after the playing of any game or practice is expressly prohibited. Any player, manager, coach, parent, or Board member who violates this prohibition will be asked to leave the playing area and will be brought before the CRC.

12.0 League Divisions and Alignment:

12.1 Divisions: The league shall be divided into 6 divisions. The Major, Minor, AAA, and AA Divisions are classified as the competitive divisions and the Rookie and A Divisions are classified as the non-competitive divisions. The divisions will be established using age as a general guideline as follows:

- A. Major Division consisting primarily of 11 and 12 year old players.
- B. Minor Division consisting primarily of 10, 11, and 12 year old players.
- C. AAA Division consisting primarily of 9 and 10 year old players.
- D. AA Division consisting primarily of 8 and 9 year old players.
- E. A Division consisting primarily of 6 and 7 year old players.
- F. Rookie Division consisting primarily of 5 and 6 year old players.

12.2 Number of Teams: The number of teams in each division will be determined by the player agent.

12.3.1 Major Division: The number of Major teams shall be determined based on the number of registered and eligible 12 year old players as of the first Board meeting in January. An eligible 12 year old is one who can safely participate at the Major level. The initial starting roster size in the Major Division will be 12 players. No Major Division team can have more than eight 12 year olds and no less than four 11 year olds.

12.3.2 Minor Division: The number of Minor teams will be determined by the number of registered players that are age appropriate to play in the Minor Division. The number of Minor Division teams will be determined as soon as possible but no later than the second Board meeting in January. All eligible 11 and 12 year old players not drafted or placed in the Major Division must be placed or drafted into the Minor Division.

12.3.3 AAA Division: The number of AAA teams will be determined by the number of registered players that are age appropriate to play in the AAA Division. The number of AAA Division teams will be determined as soon as possible but no later than the second Board meeting in January.

12.3.4 AA Division: The number of AA teams will be determined by the number of registered players that are age appropriate to play in the AA Division. The number of AA Division teams will be determined as soon as possible but no later than the second Board meeting in January. All eligible 9 and 10 year old players not drafted or placed in the AAA Division must be placed or drafted into the AA Division.

12.3.5 A Division: The A Division is an INSTRUCTIONAL Division. All efforts should be made to prepare the players, physically and mentally, to continue their involvement with baseball. Emphasis will be on player development, NOT WINNING. No standings will be kept in the A Division and all players will receive a trophy at the end of the season. There will be no tolerance of coaches arguing or being verbally abusive with players, other coaches, or parents. As this is an INSTRUCTIONAL LEVEL, no umpire will be present. A parent or a coach will act as umpire for the game. All decisions made by the “umpire” will have the same force and effect as a league umpire. The number of A Division teams will be determined by the number of registered players that are age appropriate to play in the A Division. The number of A Division teams will be determined as soon as possible but no later than the first Board meeting in February. All 8 old players not drafted or placed in the AA Division must be placed in the A Division.

12.3.6 Rookie Division: The Rookie Division is an INSTRUCTIONAL Division. All efforts should be made to prepare the players, physically and mentally, to continue their involvement with baseball. Emphasis will be on player development, NOT WINNING. No standings will be kept in the Rookie Division and all players will receive a trophy at the end of the season. There will be no tolerance of coaches arguing or being verbally abusive with players, other coaches, or parents. As this is an INSTRUCTIONAL LEVEL, no umpire will be present. A parent or a coach will act as umpire for the game. All decisions made by the “umpire” will have the same force and effect as a league umpire. The number of Rookie teams will be determined by the number of registered players that are age appropriate to play in the Rookie Division. The number of Rookie Division teams will be determined as soon as possible but no later than the first Board meeting in February.

12.4 Division Exemptions: The age exemptions to the Division guidelines are listed below.

12.4.1 Protected Player: A protected player is a player that is associated with a coach. The coach must be a blood relative or guardian of the player. No 12 year old player can be a protected player in any division other than Major without the approval of the Player Agent. No 10 year old player may be protected in the Major Division without the approval of the Player Agent and Coaching Coordinator. No 10 year old player can be protected in the AA Division without the approval of the Player Agent and Coaching Coordinator. If it is brought to the attention of the league that a protected player does not reside within the boundaries of LYBL, the player is ineligible for any all- star or tournament team play and the manager or coach that recommended the guardian of the player to be a coach may be suspended from coaching for the remainder of the year and nullify any opportunity to coach a tournament or divisional all-star team. The player will be permitted to finish the season with the team.

12.4.2 10 Year Olds: The highest division a 10 year old may participate in is the Minor Division unless the player played on the LYB 10U purple team during the preceding LYBL season or it is determined by the Player Agent and the EC that the player would pose a safety risk to players in the Minor Division. No 10 year old will be placed on a Major Division team.

12.4.3 9 Year Olds: No 9 year old player may be protected in the Minor Division without the approval of the Player Agent and the EC. The highest division a 9 year old may participate in is the AAA Division unless approved by the player's parents, the Player Agent and EC to play in the Minor Division. Any 9 year old that wishes to be considered for the Minor Division must notify the player agent in writing one week before tryouts. Even if a 9 year old player is allowed to tryout for the Minor Division, there is no guarantee that the player will be deemed eligible for the Minor Division. After the tryout, the Player Agent and EC will determine whether to approve the request for the player to be eligible for the Minor Draft. No 9 year old will be placed on a Minor Division team and 9 year olds are not eligible for the Major Division.

12.4.4 8 Year Olds: No 8 year old may be protected in the AAA Division without the approval of the Player Agent and the EC. The highest division an 8 year old may participate in is the AA Division unless approved by the player's parents, the Player Agent and the EC to play in the AAA Division. Any 8 year old that wishes to be considered for the AAA Division must notify the Player Agent in writing one week before tryouts. Even if an 8 year old player is allowed to tryout for the AAA Division, there is no guarantee that the player will be deemed eligible for the AAA Division. After the tryout, the Player Agent and EC will determine whether to approve the request for the player to be eligible for the AAA Draft. No 8 year old will be placed on a AAA team and 8 year olds are not eligible for the Minor or Major Divisions.

12.4.5 Safety: Older players may be moved down to lower divisions because of safety concerns. A player will be moved down if it is determined through a tryout there is a significant risk of injury to the player. If the perceived risk is one that can be overcome with coaching, the player will play in the age appropriate Division. Any player that may need to move down due to safety concerns must be identified to the Player Agent or person(s) conducting the tryout the day of the tryout. Players that are drafted, placed, or protected will be moved up to the appropriate division if it is determined that they present a safety risk to the other players within their current division. The Player Agent's decision is final regarding player safety.

13.0 Players:

13.1 Placement: All registered players ages 5 through 12 will either be drafted or placed on a team. All 11 and 12 year old players must be either drafted or placed in the Major, Minor, or AAA divisions. All 9 and 10 year old players must be either drafted or placed by the end of the AA draft. The age designations for the league's divisions are guidelines and exceptions may be made based on ability, safety, or special needs (i.e. physically challenged players).

13.2 Eligibility: For a player to be eligible for play, the league must receive a completed registration, copy of the player's birth certificate, and the registration fee. If all required elements are not received by the league, or arrangements made with the league, by the first draft day, the

player will not be eligible to be drafted and/or placed on a playing roster until all league required elements are satisfied, assuming space remains available for the placement of the player on a team. If a player registers after the draft, the player will be placed on a team if space is available in the age-appropriate division. The player will not be able to participate in any league sponsored activities until all required elements are received by the league.

13.3 Tryouts: Tryouts will be conducted for the spring league and the competitive tournament teams. All unprotected players ages eight through twelve years old must attend one of the scheduled tryouts. Seven year olds that wish to attend tryouts for consideration to play in the AA Division must notify the Player Agent prior to the first tryout. First year players ages seven and under will not try out.

13.3.1 Spring League Tryouts: The Player Agent and Vice President are responsible for overseeing the tryout sessions. Tryouts are to be held in January and/or February. Tryouts will be conducted for the Major, Minor, AAA, and AA divisions. The purpose of tryouts is to ensure that the players are playing in the correct division based on ability and age. Tryouts are for all players that wish to participate in these divisions. There is no guarantee or entitlement as to which division a player may be either drafted or placed in based on age. There are no tryouts for the A and Rookie divisions.

13.3.2 Tournament Team Tryouts: There will be tryouts for the selection of 12 & under, 11 & under, 10 & under, 9 & under and an 8 & under tournament teams which will represent LYBL in the Northern California State, Pacific Southwest Regional, and World Series tournaments. The tryout dates are typically held the last Sunday in April and the first Sunday in May and will be conducted by the coaches of the tournament team. The dates are subject to change depending on events that occur during the particular playing season and LYBL may determine to hold tryouts on only one Sunday rather than two. If deemed necessary by the managers of one of the age groups, the managers for that age group can advertise and schedule additional tryout dates. The tournament teams are competitive teams and there is no guarantee of playing time. Playing time will be determined by the manager of the team.

13.3.3 Special Tryouts: At the request of any coach, parent, or DM a special tryout can be held to determine the appropriate division of play for a player. The tryout will be conducted by the Player Agent and the DM from each of the divisions the player could be eligible for play based on age.

14.0 Draft:

14.1 Process: Persons attending the draft are restricted to coaches of the appropriate division listed by the DM and sitting Board Members. **No children. No exceptions.** The Player Agent or his representative will conduct the draft. The Player Agent will present the list of players eligible for the draft to the coaches. The player list will include a column identifying last years traveling all-stars by age and team (for example: "9U-Gray"). Should a player's name and number not appear on that list, their name must be brought to the attention of the Player Agent for review prior to the first pick of the highest level that player is eligible. The Player Agent will notify all

coaches of all players with a safety designation before the first player of the draft is chosen. Parental requests for draft availability will be honored (up to two (2) coach restrictions) otherwise players will be open to all teams. The coaching restriction requests must be submitted to the Player Agent no later than the first scheduled tryout date. The Player Agent will notify the Head Coach of each team regarding the players the team cannot select due to parent coaching restriction requests.

14.2 Eligibility: For a player to be eligible for the draft, he/she must participate in a full and complete tryout session. Any player that participated on a tournament All Star team in the previous season will be division eligible according to the table below. Any player, who did not tryout and/or registered after the tryouts are concluded, will be placed on a team in the appropriate division by the Player Agent. Any placed player will not be permitted to play for a coach with whom they played in the previous season.

Current Player Age	Current Year	Next Year	Current Year	Next Year
11	Minor	Minor or Major	Major	Major
10	AAA	Minor or Major	Minor	Major
9	AAA	AAA or Minor	AA	AAA or Minor**
8	AA	AA or AAA	AAA	AAA or Minor*
< 8	AA	AA or AAA*		

*Players who will turn 8 in the following spring season may request to play in the AAA division next season with the approval of the Player Agent, the player’s parents, and the EC. Players who turn 9 in the following year and played in the AAA division as an 8 year old may request to play in the Minor Division the next season with the approval of the Player Agent, the player’s parents, and the EC.

** Players who were selected to the 9U gray team that played in the AA Division in the previous season have the option to play either AAA or Minor as a 10 year old.

14.3 Draft Order Selection: The draft order for the Major, Minor, AAA and AA Divisions will be determined by a combination of weighting based on the number of traveling all-stars each team protects and random selection. The draft order will be first segmented based on the number of protected players who were LYBL or EGYB (formerly EGCR) traveling all-stars as defined in 14.3.1.

In the first round, the highest draft order segment will consist of all teams protecting zero traveling all-stars, the second highest draft order segment will consist of teams protecting one traveling all-star, the third highest draft order segment will consist of teams protecting two traveling all-stars, and the fourth highest draft order segment will consist of teams protecting three traveling all-stars.

If there is a variation in the playing age level of the protected traveling all-stars within a segment, the segment will be further subdivided whereby the team with the lower average playing age level all-stars will get draft order preference within the segment. For example, you have two teams. Team A protects two players from the U9 team and 1 player from the U10 team. The calculated rank for this team is $(9+9+10)/3 = 9.3$. Team B protects three players from the U9 team. The calculated rank for team B is $(9+9+9)/3 = 9.0$. Team B would draft before team A. However, in the AAA Division, the age of the protected players who played on the U8 Gray All-Star team the prior year is also taken into consideration in determining the draft order with the team with younger players selecting earlier than teams in the same draft segment with older players. For example, if Team A protects three players from the U8 team(s) with one of them currently being a league age 8 year old who played on the U8 Gray team the prior season and the other two being league age 9 year olds, that team would draft before Team B which has three players from the U8 team who are all currently league age 9 year olds.

Once teams are appropriately placed in each draft order segment or subdivided segment, the draft order within each segment or subdivided segment will then be randomly selected by the Player Agent, DM, coaching coordinator, or some other representative of the Board. This selection will occur at the conclusion of the second tryout.

If the difference between the team(s) protecting the most amount of traveling all-stars and the team(s) protecting the least amount of traveling all-stars is one or zero, the draft will alternate first to last, last to first (serpentine) for the entire draft. If the difference, in number, between the team(s) protecting the most amount of traveling all-stars and the team(s) protecting the least amount of traveling all-stars is two, the draft will alternate first to last, last to first, in every round (serpentine), beginning with the third round. If the difference, in number, between the team(s) protecting the most amount of traveling all-stars and the team(s) protecting the least amount of traveling all-stars is three, the draft will alternate first to last, last to first, in every round (serpentine), beginning with the fourth round (examples below).

Draft Grid Layout for Differential of 1 or 0

1	2	3	4	5	6	7	8	9	10
20	19	18	17	16	15	14	13	12	11
21	22	23	24	25	26	27	28	29	30
40	39	38	37	36	35	34	33	32	31
41	42	43	44	45	46	47	48	49	50

Draft Grid Layout for Differential of 2

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
40	39	38	37	36	35	34	33	32	31
41	42	43	44	45	46	47	48	49	50

Draft Grid Layout for Differential of 3

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
50	49	48	47	46	45	44	43	42	41

14.3.1 Traveling All-Star Cap: All players that were on a LYBL purple or gray traveling all-star team the prior year or on a LYBL purple team two years prior will be included in the all-star calculation for a division. Any player from EGYB (formerly EGCR) that was on a traveling all-star team the preceding year will also be included in the all-star cap calculation. Teams may not exceed a designated number of traveling all-stars from the previous year by combination of protected, drafted, or placed players. In the Minor, AAA, and AA Divisions the maximum number of protected traveling all-stars a team can have at any time is three (3). In the Major Division, the total number of all-stars that each team may have is calculated by dividing the total number of all-stars eligible for placement or draft in the Major Division, by the number of teams in the Division (e.g., $56/10 = 5.6$). If the initial traveling all-star cap increases for the Major Division based upon the calculation, all teams will be able to draft traveling all-stars beginning with the first serpentine round of the draft. This will continue until all teams either have the same number of traveling all-stars (e.g. the calculation indicates the ratio is 5.6 all-stars per team and every team has five) or an entire round of the draft passes without an all-star being selected. Once a round is completed in which all teams have the allowed amount of all-stars (using the example above 5) or no all-stars are selected, then the remaining all-stars will be placed on teams in the next round of the draft via blind draw. Teams will have the opportunity to opt out of the blind draw.

14.3.2 Additional Protected Players: A fourth protected player will occupy the 2nd round position on the draft grid, and a fifth protected player will occupy the 3rd round position on the draft grid, and so on. If the league decides to allow teams in a Division to start with four coaches and therefore have four protected players, then a fifth protected player will occupy the 2nd round position on the draft grid, and a sixth protected player will occupy the 3rd round position on the draft grid, and so on.

14.3.3 Placement of Protected Players Who are All-Stars: In the event that one of the three primary coaches has two players protected in the same division and either all the protected players for that team or the two protected players for a single coach are traveling all-stars, the fourth protected player will occupy the first round, a fifth protected player will occupy the second round, and so on. In no event shall the number of protected traveling all-stars on a team exceed the total number of traveling all-stars allowed pursuant to Section 14.3.1.

14.4 Grid: All competitive divisions will have draft grids unique to their division.

14.4.1 Protected Players and Placed Players: In the Major, Minor, AAA, & AA Divisions, the protected players for a team will occupy the top boxes on the draft grid that are associated with

the coaches. If a team has fewer than the maximum number of players that are allowed to be protected in a Division, then players who did not try out and are to be placed on teams within the division will first be placed in the available spots at the top of the draft grid that would otherwise contain the name of a protected player. All remaining placed players will be placed at the bottom of the draft grid by the Player Agent using a blind draw. Any player that participates either partially or completes a tryout cannot be a protected player unless a new team needs to be added or created to any division due to an influx of registrants. In such a case, players who participated in the tryout process may be allowed to become protected so that coaching staffs may be created to meet the demands and needs to accommodate the league's registration numbers.

14.5 Major, Minor, AAA, and AA Division Age Restrictions: All Major Division teams must have a minimum seven (7) and maximum of eight (8) twelve year olds unless otherwise determined by the Player Agent. Minor Division teams will have a maximum number of twelve year olds equal to the total number of available twelve year olds divided by the number of Minor Division teams.

14.6 Roster Size: All teams at every level will have no less than 12 players and no more than 15 players. Should any Major, Minor, AAA, or AA Division team drop below the minimum of 12 players, the Player Agent shall balance the roster. This may be done via tryout of age appropriate players from another division. The player agent may move a player up to balance a roster if the move up is requested by a player's parents and, in the Player Agent's discretion, the player is skill level appropriate.

14.7 Draft Selections: All players eligible to be drafted will be drafted in the Major, Minor, AAA, or AA Divisions.

14.7.1 12 Year Old Players: All twelve-year olds will be eligible to be drafted into the Major or Minor Divisions. All twelve year olds must be selected by the end of the Minor Division draft unless deemed a safety player by the Player Agent.

14.7.2 11 Year Old Players: All eleven-year olds will be eligible to be drafted into the Major or Minor Divisions. All 11 year olds must be selected by the end of the Minor Division draft unless deemed a safety player by the Player Agent.

14.7.3 10 Year Old Players: Ten year old players are eligible to be drafted in the Minor or AAA Divisions. All 10 year olds must be selected by the end of the AAA Division draft unless deemed a safety player by the Player Agent.

14.7.4 9 Year Old Players: All nine year olds will be eligible to be drafted into the AAA or AA Divisions. All nine year olds must be selected by the end of the AA Division draft unless deemed a safety player by the Player Agent.

14.7.5 Minor Division Forced Picks: During the Minor Division draft, the Player Agent will halt the draft and allow only eleven and twelve year old selections when the number of available

eleven and twelve year-olds is equal to the number of remaining open slots on the draft grid, taking into consideration the limitations on the number of 11 and 12 year old players each team can have as set forth in Rule 14.5.

14.7.6 AA Division Forced Picks: During the AA Division draft, the Player Agent will halt the draft and allow only nine year old selections when the number of available nine year-olds is equal to the number of remaining open slots on the draft grid.

14.7 Trades: Trades will only be allowed in the 30 minutes following each draft.

14.8 Roster Verification: Before leaving the draft, a coach must verify with the Player Agent that the draft selections are correct. The coach must notify the Player Agent of any trades. The Player Agent's copy of the draft is official and must be attested to by an EC member.

14.9 Player Movement between Divisions: Following the draft in the competitive divisions, there shall be no additions or players moved between or into competitive divisions without the approval of the Player Agent and the EC. No drafted player may be moved down due to safety reasons after Opening Day. The team manager must notify the DM immediately if safety is a concern for a player. The only exception will be moving a player up to the next division due to ability or injury in that division.

15.0 Player Participation:

15.1 Number of Innings: Each player in good standing, present at the start of all games must play at least (4) innings of every game in a defensive position unless the game is less than six innings. Unless there are extenuating circumstances, which must be noted in the team's scorebook, **every player** must sit out one (1) inning of defense before any player on the team can sit out a second inning of defense. All eligible players shall bat in rotation whether or not they are actively playing a defensive position.

15.2 Notification: If for any reason a parent feels that their child is not playing the required minimum amount, he or she should notify the coaching coordinator, player agent, CRC chair, or President as soon as possible.

15.3 Participation Verification: Coaches will be required to submit their scorebooks to the CRC at any time for verification. After the 6th and last game of the regular season the coach will submit their team's scorebook to the league for audit. In the event a pitcher has pitched too many innings or a player has not received the minimum amount of participation, the first offense will result in the coach being suspended from both practices and games for one (1) calendar week. The second offense will cause the coach to be suspended for the remainder of the year and the team to forfeit the game in which the violation occurred. The coach will be ineligible to coach their team during the TOC and also forfeit any all-star coaching opportunity for the year. A majority vote of the Board is required to suspend a coach for the remainder of the year.

15.4 Injured Player: Any injured player under a physician's care must have a medical release submitted to the player's head coach prior to being allowed to return to practice or games. The head coach will submit a copy of the release to the DM. At no time may a player participate with a cast or other device that has been placed due to injury. Failure to comply will result in the team that is involved, forfeiting the game. The umpires are instructed to call the game if a medical device is worn during the game.

15.5 Permanent Vacancy: When a vacancy on a team occurs due to illness, injury, or other emergency reason, a replacement player may be moved up from the division immediately below the division that lost the player. The team who is short a player may also elect to play short one player on their roster for the balance of the season. If a player is to be moved up they will be selected from the same team name in a lower division. If there is no age and skill appropriate player on the same name team then a player may be selected from the remaining teams within the same division. No player will be moved up without the consent of the parents and the Player Agent.

15.6 Discipline: A player may be benched by a coach for one defensive inning for coming late to practices, missing games or practices without notification, or improper conduct at practices or games. The Coach must notify his or her DM, Coaching Coordinator or CRC Chair, and parents BEFORE any disciplinary action can be done to a player. If a player arrives in the dugout later than 15 minutes prior to the 1st pitch of the game, the coach may penalize the player one defensive inning of playing time. If the game has begun, the coach may penalize the player one additional defensive inning of playing time for every inning begun prior to the arrival of the player in the dugout. If a player is penalized for arriving late to a game, the coach must notify the parents immediately following the game when the penalty was imposed and the DM, Coaching Coordinator or CRC Chair within 24 hours of the start time of the game. Greater disciplinary action to a player can only be levied by the CRC. Benching of any player may be appealed to the CRC either by the player or by his parents.

16.0 LYB Game Rules:

16.1 Source of Rules: All games shall be played according to the Official Baseball Rules, with the exceptions listed in the Official Cal Ripken Rules and Regulations book and local rules contained in the LYBL Coaches Manual and by-laws. All disputes, protests, and rulings regarding the execution and/or interpretation of these rules, and the following exceptions, will be reviewed and ruled on by the CRC.

16.2 Player on Field Rule: In the Major, Minor, AAA, and AA Divisions, a team can start a game and play through to completion with 8 available rostered players. A team that starts a game with 9 or more rostered players can continue to play and complete a game in process with 8 available players. If a player needs to leave during the game (other than injury or ejection), it is the responsibility of the Manager to notify the Umpire and Manager of the other team before the start of the game. In the event that a Major, Minor, AAA, or AA team has less than 8 available players at the time the umpire calls for the start of the game or at any time during the game, the game will be ruled a forfeit.

16.3 Number of Games: Depending upon the weather, there will be 16 regular season spring league games in the Major, Minor, AAA, and AA Divisions. At the conclusion of the regular season there will be a double elimination tournament of champions (TOC) for all teams in the Major and Minor divisions. The AAA and AA divisions will have a single elimination tournament. The A and Rookie Divisions will have 16 regular season spring league games. Games will be played Mondays through Saturdays depending on field availability. Rescheduling of games on Sundays due to weather is permissible with the approval of the Board.

16.4 Make Up Games: Games will be rescheduled due to weather, protest, school functions, or by direction from the league President. All make-up games will be scheduled by the Master Scheduler. Games played without authorization of either the Master Scheduler or the President, will be considered null and void. The Master Scheduler will notify the Umpire Coordinator of all makeup games. The Master Scheduler will clear field use through the Fields Manager as necessary. The Master Scheduler will notify the appropriate DM of all make-up games.

16.5 Requested Rescheduling of Games: A coach can only request a game be rescheduled if a team cannot be fielded due to a school function. This means that if you subtract the number of players with the school function from the total number of players on the official team roster and the team will have 9 or more players, then the game will be played as scheduled. If the number is 8 or less then the game will be rescheduled pending approval of the league President. The coach must make the request to the DM in writing at least 7 calendar days prior to the scheduled game. There will be no requests accepted for consideration less than 7 calendar days prior to the scheduled game. The coach must provide the names of the players, the school function, and date(s) of the function. The DM will verify and forward the information to the league President for approval. If the league President is directly involved either as a coach or parent with one of the teams affected by the rescheduling request, the Vice President will be the approving official. If the rescheduling request is approved, the DM will notify the requesting team, the Head Coach of the opposing team and the Master Scheduler. The make-up game will then be rescheduled by the Master Scheduler within fourteen calendar days of the regularly scheduled game.

16.6 Ball: All teams in the Major, Minor, AAA, and AA Divisions will use the regulation Cal Ripken ball for league play. In the Rookie and A Division an incrediball will be used for the entire season.

16.7 Field: The bases in the Major Division will be set at 70 feet. The bases for the Minor Division will be set at 65 feet. The bases for the AAA, AA, and A Divisions will be set at 60 feet. In the Rookie Division, the bases will be set at 45 feet. The pitcher's mound in the Minor and AAA Divisions will be set at 46 feet and the Major Division will be set at 50 feet. The pitcher's mound in the AA Division will be set at 43 feet. Pitching in the A Division will be from 40 feet.

16.8 Start Times: The start times for games Monday through Friday will be 5:15 or 5:30 p.m. The start times for games on Saturday will vary.

16.9 Time Limit: The time limit for Major, Minor, AAA, and AA, Divisions will be two hours. In the Single A Division, the time limit is one hour and thirty minutes. No new inning will start after the time limit is reached. The beginning time of the new inning is the time at which the last out of the previous inning occurred. Example: If the last out occurs with 1 hour and 59 minutes played, the next inning is played. Innings which start before the two hour time limit may be completed as long as the umpire rules that safe conditions exist. If the inning is unable to be completed for safety reasons as determined by the umpire, then the score will revert back to the score that existed at the conclusion of the last completed inning. In the Single A Division, the inning should be completed unless the coaches deem it to be unsafe. In the Rookie Division, the teams play three innings. In each inning, each team will bat through their entire line-up once. For example, after the visiting team has batted through its entire line-up, then the home team will bat through its entire lineup.

16.10 Ties: Tie games will be recorded as a half win and a half loss. Extra innings will be played if time permits within the no new inning after 2 hour rule. The international tie breaker will be used during extra innings.

16.11 Standings: If there is a tie for FIRST PLACE in the Major, Minor, AAA, or AA Divisions at the conclusion of the season the following tie breakers will be applied:

- A. Head to head competition
- B. Record against opponents in the same National or American Division

16.12 Team Field Responsibilities: The scheduled visiting team is responsible for preparing the field before the game (i.e. raking the field, dragging the infield, putting out the bases, watering the infield). The scheduled home team is responsible for the post-game duties (i.e. raking the field, dragging the infield, putting away the bases, watering the infield). Both teams are responsible for picking up all trash in dugouts, under bleachers, and around the field. Any team that does not perform their assigned duties, the team manager will be suspended for the next game.

16.13 Pitching – Innings Limits: A pitcher may pitch a maximum of six (6) innings per calendar week (Monday through Sunday) unless restricted in subsequent paragraphs. Each Major, Minor, AAA, and AA Division team **must pitch a minimum of four different players per calendar week if two games are scheduled for the week. To constitute an appearance for purposes of this rule, each pitcher must pitch to a minimum of four batters or until three outs are recorded.** If a team is scheduled to play two games in a week and the game during the week (Monday through Thursday) is cancelled, the team must pitch two different players in the weekend game.

A pitcher must have two (2) calendar days rest between pitching assignments if he or she pitches in more than two (2) innings and a pitch within any game. Each inning in which a pitcher throws a pitch is considered one complete inning for purposes of this rule. Example: a player who pitches more than two innings on Saturday, cannot pitch again until Tuesday. Pitchers may only throw a maximum of 3 innings per game in the AAA, Minor and Major Divisions and 2 innings per game in the AA Division.

16.13.1 Pitching – Pitch Counts: In the Major, Minor, AAA, and AA Divisions, the league has adopted the following pitch count limits. Based on the number of pitches thrown in a game, the player must have a certain number of days rest before pitching again. This rule is in addition to the innings limits set forth in Rule 16.13. If the player reaches the daily maximum limit in the middle of a batter’s plate appearance, then the pitcher may complete pitching to that batter, but then must be removed from the game before another batter hits.

AGE	DAILY MAX (PITCHES)	REQUIRED REST (PITCHES)			
		0 Days	1 Days	2 Days	
AA	50	1-20	21-35	36-50	
AAA and Minors	75	1-40	41-65	66+	
Majors	85	1-40	41-65	66+	

Failure to abide by these will result in forfeiture of that game. It will also be noted in the Manager’s file. Games in which an ineligible pitcher has been used shall be declared forfeited.

A Cal Ripken Baseball pitcher, regardless of age may play the catchers position after being removed as the pitcher but, if the pitcher has pitched two or more innings he/she may only play catcher for an additional two innings.

16.13.2 A Division: A coach will pitch to his own team, the entire game, for the first six (6) scheduled games of the season. A batter will receive a maximum of seven (7) pitches per at bat. A batter is ruled out if he swings and misses at three pitched balls. A foul tip on the third strike that is caught by the catcher is a strike out. At the end of the seventh pitch, if a player has not batted the ball into fair play he/she will be ruled a strikeout. If the player hits a foul ball on the seventh pitch or any pitch after the seventh, the player will receive another pitch.

Players will pitch for the first three innings of games 7 through 11. Coaches will pitch to their team the balance of the innings in these games using the same pitching rules for games 1-6. Players will be limited to pitching one (1) inning per game and two (2) innings per week. In scheduled games 12 through 16 players will pitch the entire game. Players will be limited to two (2) innings per game and four (4) innings per week.

When players are pitching, if a batter is hit by the pitch, the batter has the choice of going to first base or remaining at bat with the pitch being called a ball. If a batter is thrown four balls by the opposing team's pitcher, the batter will receive 3 hittable pitches from their coach in an attempt to put the ball in play. At the end of the third hittable pitch, if a player has not batted the ball into fair play he/she will be ruled a strikeout. If the player hits a foul ball on the third pitch or any pitch after the third, the player will receive another pitch.

16.13.3 Rookie Division: A coach will pitch to his own team the entire season. Batters will receive a maximum of 5 pitches, and 3 attempts with a "T" per at bat. At the end of the fifth pitch, if a player has not batted the ball into fair play he/she will have 3 opportunities to put the ball into play hitting off the "T". Additionally, while a coach is pitching a defensive player will be placed at the pitcher position to field. There are no walks or hit batsmen.

16.13.4 Removal: Once a pitcher has been removed as a pitcher, they cannot return to pitch again in the same game, except during the Tournament of Champions ("TOC"). Specific pitching rules apply during the TOC that will be distributed to the coaches in advance of the TOC.

16.13.5 Warm-up Pitches: In the AA, AAA, Minor and Major Divisions, when a pitcher goes to the mound to warm up for the inning, a returning pitcher (i.e. the pitcher pitched at the end of the prior inning) shall be limited to 5 warm-up pitches while a new pitcher shall be limited to 8 warm-up pitches. Warm-up pitches do not count toward a player's pitch count for the game.

16.14 Base Coaching: At no time are players permitted to be used as base coaches.

16.15 Batting: All available players for the team will be listed in the scorebook and the team will bat through the entire line-up. If a player arrives late, that player will be added to the bottom of the batting order. If a player is ejected from the game an out will be recorded each time his or her turn at bat occurs for the remainder of the game. If a player is injured or leaves the game (not ejected) their spot in the batting order will be skipped and no out will be recorded.

16.16 Stealing: Players may lead off and steal in the Major & Minor Divisions only. Major League rules apply to stealing in the Major & Minor Divisions. Players may steal second, third, and home in the Major, Minor, and AAA Divisions. Players may steal second and third only in the AA Division. There is no stealing in the Single A and Rookie Divisions. In the Major and Minor Divisions, if a runner is attempting a straight steal of home from third (not a passed ball) and the batter swings at the pitch if there are two outs in the inning the runner will be ruled out. If there are less than two outs the runner and batter will be ruled out.

16.17 Sliding: Sliding is encouraged in all divisions but not required. There will be no hurdling, leaping over, diving over, or initiation of violent contact with the intent of dislodging the ball from a defensive player in an attempt to reach a base safely or to avoid a tag anywhere on the field. These acts will be considered dangerous play and require ejection from the game. Players

ejected for this will be referred to the CRC to determine if additional disciplinary action is required.

16.18 Scoring: In the Major, Minor, and AAA Divisions, players may score on a play initiated by a batted ball, forced in by a walk or hit batsmen, or score on a steal or overthrow of third base on a steal attempt. In the Major and Minor Divisions, players can also score on a balk. The rules for scoring in the AA, Single A, and Rookie Divisions are outlined below.

16.18.1 AA Division: Players may score on a play initiated by a batted ball, or forced in by walk or hits batsmen only. Players will not score on over throws made from the catcher in a pick-off attempt (this rule is to encourage our catchers to learn to throw down for outs). The four run rule is in effect for the AA Division.

16.18.2 A Division: Players may score on a play initiated by a batted ball when the coach is pitching the first six games. Starting with game seven a player may score on a play initiated by a batted ball or forced in by walk or hits batsmen. A player who has not reached third base may not score on any passed ball or overthrow ANYWHERE on the field. The four run rule is in effect for the A Division.

16.18.3 Rookie Division: Players may only score on a play initiated by a batted ball. A player who has not reached third base may not score on any passed ball or overthrow ANYWHERE on the field. Teams will hit through the entire batting order each inning. If an out is recorded by the defensive team, the player that is called out will return to the bench area. If a defensive team records three outs before the entire team bats through the lineup, the bases will be cleared and the team will continue batting until all players on the team receive one at bat in the inning.

16.18.4 Four Run Rule: In the Single A and AA Division, no batters shall come to the plate once a fourth (4th) run has crossed the plate in any one half (1/2) of an inning. Play shall continue and a team shall be considered “retired” in an inning once either of the following occurs:

- A. Three baseball outs are recorded.
- B. Four runs are scored in the half inning. Play concludes when an out is made anywhere on the field once the fourth run has crossed the plate, or the ball is held by a defender in front of the lead runner. It is possible to score as many as seven (7) runs in an inning in the AA Division (three runs scored, bases loaded and a grand slam struck by batter).
- C. If a runner collides with the fielder who has the ball after the fourth run has scored, the inning will immediately stop and no runs will be counted after the contact is made.

16.19 Fielding: All players in good standing will play a defensive position according to paragraph 15.1 of the Coaches Manual.

16.19.1 Major, Minor, and AAA Division: The Major, Minor, and AAA divisions will field 9 players in a defensive position. It is mandatory to move players around and all players should be given the chance to play infield and outfield in each game.

16.19.2 AA and A Division: The AA and A Divisions will field ten (10) players in a defensive position. A fourth outfielder will be added to the defense (total of 10 defenders). The positions in the outfield are left, left center, right center, and right. A “rover” is not allowed. Each player should play at least two innings of infield each game. No player may play more than two (2) innings in any position in any game, except that during a AA TOC game a player may play more than two innings at a position.

16.19.3 Rookie Division: All players will play a defensive position each inning during the game. The team will field one player for each infield position (6 infielders total including catcher) and all remaining players will play in the outfield.

17.0 Post Season TOC:

17.1 TOC Rules: At the conclusion of the regular season a Post Season TOC will be held for the Major, Minor, AAA, and AA Divisions only. The TOC will begin on or about the second day (that is not a Sunday) following the final game of the regular season. Unless stated below, there will be a bracket for the American and National leagues in each of the Major, Minor, AAA, and AA Divisions. All teams will be placed in the National or American bracket via a blind draw. If there are 10 or less teams in a playing division, all teams will be placed in one combined National League/American League TOC bracket by blind draw. The draw will be held at either the last Board meeting in April, the first Board meeting in May, or sometime between those two dates as deemed appropriate by the Board. The winners of each bracket will be crowned the Division Champion of LYB. Regular season rules will apply, except the rule that requires all players to sit out once before a player can sit out twice. Instead, the play rule for the TOC is that each player in good standing, present at the start of all games must play at least four (4) innings of every game in a defensive position unless the game is less than six (6) innings. If a game is less than six (6) innings all players must play at least ½ of the innings in a defensive position. All eligible players shall bat in rotation whether or not they are actively playing a defensive position. The International tie breaker will be used in case of tie games. The “Pitching - Pitch Counts” rules set forth in Rule 16.11.1 are in effect throughout the TOC. Re-entry of the starting pitcher in the same game will also be allowed if removed on the first trip to the mound and if the player has not exceeded their number of pitches allowed. Mercy rules will be enforced as follows: 10 run differential after 5 innings (after 4 ½ if home team is leading) and 15 run differential after 4 innings (after 3 ½ if home team is leading). There will be a 2 hour 30 minute time limit in TOC games.

18.0 Traveling All-Star Teams:

18.1 Designation of Teams: LYB will sponsor traveling all-star teams that will compete in the Cal Ripken State, Pacific Southwest Regional, and World Series tournaments. The League will sponsor two (2) traveling all-star teams per age group: 12U, 11U, 10U, 9U, and 8U. These

teams will be identified as follows: (1) Laguna Purple; and, (2) Laguna Gray. These teams are competitive and there is no guarantee of playing time if a player is selected to the team. No traveling all-star team will begin practice before the conclusion of the regular season. Note: In any one age group, if the number and skill level of players attending try-outs is not sufficient to select two teams, then the League may decide to be represented by one (1) team only – Laguna Purple. The final decision will be made by the EC.

18.2 Manager and Coach Selection: All managers or coaches in good standing interested in managing a tournament all-star team must submit their intentions (including Purple or Gray if available for the particular age) in writing to the Board by a date that is determined by the President. The nomination must specify the Team they would like to manage. Selection of the tournament team managers will be made at a tournament manager selection meeting to be convened before the first All-Star tryout. Each nominee will have approximately five minutes to expand upon their nomination before the Board. Selections will be made via ballot and a fifty percent (50%) majority of the board is required to become a tournament team manager. If this majority is not reached the person receiving the fewest votes will be dropped from the ballot and the vote will continue. The manager will choose his assistants. Assistants must be approved by the Board. Board members that submit their name for consideration for Manager will not have a board vote for that Manager selection.

18.21 Manager Priority: If a traveling All-Star team manager wins the Cal Ripken State Championship, (and doesn't have any actionable incidents that were reported to the President or Vice President), they will have the first right of refusal to manage an All Star team the following year.

18.3 Player Eligibility: A player must play or be present for at least 4 innings of no less than one half of the team's regular season games and in good standing in the LYBL to be eligible for Divisional All Stars or Tournament teams. The Board may vote exceptions if games are missed due to reasons other than participation in other leagues or teams. No player is permitted to participate on both a tournament and divisional All-Star team during one playing season.

18.4 Player Selection: Player selection for the traveling all-star teams will be made by the coaching staffs. This will be done after open tryouts which are typically held at the end of April and/or beginning of May. These dates are subject to change depending on events that occur during the particular playing season. The league will specify the dates and locations of the tryouts. Tryouts are open to all players in good standing that meet all eligibility requirements. Players are allowed to play up in age only on the Laguna Purple team. The only exception is that playing up in age will be allowed on the 8U Laguna Gray team. However, the intent is to select the best available players. The 8U Laguna Gray team is not a developmental team for the following year.

18.5 Team Composition: All tournament teams will have a minimum of 12 players and a maximum of 15.

18.6 Roster Selection: Laguna Purple shall select their entire roster first; Laguna Gray shall select their roster second. Both age- specific managers shall work together in the selection process. Once rosters are finalized, there shall be no movement of players between the teams. A parent/player does not have the option of selecting what team they want to play for unless it applies to Traveling All-star coaches children. Traveling All-Star managers and coaches may, prior to the team selections, protect their children regardless if they are the Purple or Gray team. The protected players will not participate in the tryouts.

19.0 Divisional All Stars:

19.1 Number of Divisional All Star Teams: At the conclusion of the Spring season, the league will create American and National Division All Star teams for the Major, Minor, AAA, and AA divisions. The Divisional All Star teams will play a game against each other as a way of ending the spring season. The number of players for each Divisional team is identified in the table listed below. If a division has more than 15 teams then 4 all-star teams (2 American and 2 National) will be created in that division to ensure each team is represented by at least two players.

Level and Division	Number of Players	Level and Division	Number of Players
Major National	15	Major American	15
Minor National	15	Minor American	15
AAA National	15	AAA American	15
AA National	15	AA American	15

19.2 Coach Selection: All Head coaches who are interested in coaching a divisional all-star team are required to let their DM know of their interest prior to the conclusion of the regular season. If more than three Head Coaches are interested, then a blind draw will be conducted to determine which coaches will coach the team. If three Head Coaches in each league are not interested in coaching the divisional all-star team, then Assistant Coaches will be given the opportunity to do so. The additional Coaches will then be chosen by a blind draw. No coach will be permitted to coach a divisional All-Star team and a tournament team unless there are an insufficient number of coaches volunteering to coach a divisional all-star team.

19.3 Player Selection: The players will be selected by the coaches and/or players from their regular season team. The names of all divisional all-stars must be submitted by the manager of the team to the DM by the team’s last scheduled regular season game. The DM will forward the names to the Divisional All-Star Coordinator who will forward the complete roster to the all-star Head Coach. The player eligibility requirements are the same as the requirements for a player to be eligible for a tournament team.

19.4 Team Composition: All divisional All Star teams will have the amount of players listed above. For all divisions except the Major Division, the total number of players a league team

may send to post season play is six (6). Any team that has six (6) players selected for tournament All Stars will be allowed one (1) Divisional All-Star to ensure all teams are represented at the Divisional All-Star games. All non-usable slots will be assigned by the Divisional All-Star Coordinator in order of finish to the teams that have not reached six total players participation in post season play. If all teams in a division have a total of six (6) tournament and divisional all stars and all slots for the divisional all-star team are not filled, any available slots will be assigned one at a time by the Divisional All Star Coordinator via blind draw from the alternates submitted by each team.

19.5 Game Length: The game length of Divisional All-Star games will be 7 innings with a 3 hour time limit. Games tied at the end of 7 innings will end in a tie.

19.6 Pitching: No pitcher in a divisional All-Star game may pitch more than two (2) innings unless otherwise necessary. The “Pitching – Pitch Count” rules set forth in Rule 16.11.1 will be in effect for this game.

19.7 Rules: Normal league rules apply.

20.0 Fall League: Each season, LYBL will determine whether or not it will have a fall league. If the LYBL elects to have a fall league, a coordinator will be appointed by the Board. The coordinator will have final say on all issues relating to the fall league. Depending on registration, teams will be fielded in divisions as required and the number of teams will be determined by the Fall League Coordinator. No division in the fall league will have less than four (4) teams. The rules for the fall league will be the same as the rules for the spring league. Any changes to the rules will be made by the Fall League Coordinator.