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Manager and Coach Selection

Manager candidates shall be selected and recommended to the President by the Manager Selection Committee and the respective Division Commissioners from all applications of prospective managers at least 21 years of age. The President shall present these Manager candidates to the Board for approval. No prospective Manager or Coach shall act in any manager or coach capacity until his/her approval by the Board. Managers serve upon appointment of the League President. The Manager's term expires July 31. **Managers are not automatically reappointed from year to year.**

1. Managers are selected for their ability to interact with respective age groups, including past conduct with players based upon:
 - a. Past attitude and conduct on the field, including promptness for game starting times and attendance at scheduled events including instructional clinics and mandatory meetings.
 - b. Past attitude toward opposing team players, coaches, managers, umpires, League officials, and/or parents.
 - c. Understanding and adherence to Little League and Viejo LL rules and regulations.
 - d. Ability to schedule and attend sufficient practice time to allow for player development.
 - e. Past treatment and return of League equipment and uniforms.
 - f. Ability of a prospective Manager to effectively produce responsible parent volunteers to fill assignments as designated by the Board, including but not necessarily limited to:
 - i. Field Maintenance
 - ii. Umpires
 - iii. Team Parents
 - iv. Sponsorship
 - v. Scorekeepers
 - vi. Attending mandatory rules clinics.
 - g. Personal interviews and parental comments from previous experiences.
 - h. Correspondence and/or surveys received by the Board of Directors as maintained by the Secretary.
 - i. Attitude toward and past support of League functions and fundraising..
2. After approval of Managers by the Board, the assignment of team names to Managers in all cases shall be based on a blind draw.
3. Division commissioners must be assigned to a division in which their child does not play and should only manage or coach a team in their assigned division if no other option is available.
4. All potential Manager and Coach candidates will be subject to background checks.

Managers' and Coaches' Code of Conduct

All managers and coaches, as a condition to their selection and continued service as managers and coaches, must adhere to the following Code of Conduct:

1. Managers and coaches are to recognize that they are role models and examples for the players and are to conduct themselves accordingly.
2. Managers and coaches must show good sportsmanship at all times.
3. Managers and coaches may not swear or use abusive language.
4. Managers and coaches must treat umpires with respect. If a manager wishes to question a decision or needs to discuss a situation, he must ask for time out and, if granted, discuss the matter courteously.
5. A manager or a coach must not abuse equipment.
6. Verbal abuse or ridicule of any player is prohibited.
7. Threats of physical abuse or pushing, shoving, grabbing of shoulders or similar acts of "discipline" are prohibited.
8. Use of alcohol or tobacco at any games, practices, trips to batting cages or other similar Little League functions is prohibited.
9. The manager shall be held responsible for any prohibited activity of his coaches and players. All players and coaches are to be advised that the manager can be ejected or suspended for their behavior.
10. After the game begins, the manager and his coaches are to remain in the dugout at all times, except (a) when time out is requested and granted for a conference with a defensive player(s) or umpire, (b) when coaching first or third base or (c) for an injury.
11. Managers must strictly follow VLL rules relating to (a) replacing players who quit the team, (b) substitution rules and (c) rotation rules.
12. A manager or a coach may not solicit funds from team sponsors for the team's own use. All sponsor funds are to be turned over to VLL.
13. The manager and each coach must know the playing rules and make sure the rules are obeyed at all times and must work to avoid protests. The manager is accountable for all violations, whether intentional or not, including, but not limited to, batting order violations, substitution violations, pitching violations and starting player violations.
14. Only the manager and two (2) coaches are permitted in the dugout. No non-players are allowed in the dugout, behind the dugout or in the bullpens. Notwithstanding the foregoing, in the Tee Ball Division a "Dugout Coach" may be used in addition to the two coaches to maintain order and discipline in the dugout and on the field.
15. Managers must be on time for games and practices and may not leave players unattended.
16. Managers and coaches must make sure that players adequately stretch and warm-up before practices and games, especially on cooler days. Both managers and coaches should recommend to each player that he/she bring a jacket to the games and practices on cold days.
17. Managers must have line-up cards prepared before the game to assure timely starts and proper attention is given to warm-ups.

18. The manager is responsible for all equipment; he must not allow players to throw or otherwise abuse equipment. A manager should turn in equipment promptly upon the close of the season.
19. A manager must be certain that a league approved coach is available at all times when he/she cannot be present.
20. A manager must bring his roster and medical release forms to all practices, games, trips to the batting cages and other team events.
21. Managers and coaches should support and create a positive team attitude toward field maintenance, preservation of equipment, league events and fundraising events.
22. Managers and coaches should encourage participation by all players, especially the weaker players. Do not ridicule players or discourage their involvement. Make each player feel important to the team. Do not ridicule or criticize players to other parents or other team managers. Do not circulate statistics (hits, RBIs, batting averages, or base percentages, etc.) for the full team if to do so would hold out weaker players to ridicule from teammates or frustrate weaker players.
23. Managers must direct all items of conflict or concern to the respective division commissioner, or to the appropriate executive officer.
24. A manager has a duty to timely report any rule violation, including those committed by another manager/coach, to the appropriate board member.
25. Managers and coaches shall conduct practices only on approved field sites of Viejo Little League.

General Rules and Regulations

1. **PURPOSE OF LOCAL RULES.** Local Rules establish the league's policies in certain areas where leeway is allowed by Little League Baseball Rules Regulations and Policies. No league's Local Rules can conflict with the published Rules, Regulations, Policies, or Principles of Little League without expressed written permission from the Charter Committee in Williamsport. These are the rules that all teams in all divisions will adhere to, there will be no modifications or "gentlemen agreements" permitted.
2. **PARENTS.** Parents are not allowed to be in the dugout or interfere with the manager, coach, umpire, or player in any way. Yelling and badgering is included in the definition of interference.
3. **RULES.** Managers and/or coaches shall not agree to play by rules other than the applicable Little League Baseball Rules supplemented by these Local Rules. It is the manager and coach's duty to make sure that all players understand and adhere to the rules and regulations of Little League Baseball as well as the VLL Local Rules.
4. **BATTING LINEUPS.** Managers are responsible to provide the umpire-in-chief with their batting order in triplicate. The umpire-in-chief shall make certain that the original and the duplicate copies are the same, then provide a copy of each batting order to the opposing manager, the Official Scorekeeper and the visiting team's Scorekeeper. The original copy retained by the umpire shall be the official batting order. The managers must notify the umpire-in-chief, the Official Scorekeeper and the opposing manager if there are any changes at any time in their lineups.
5. **UNIFORMS.** Players must wear the full uniform (hat, socks, pants and jersey) made available to them by VLL at all games and specially designated VLL functions. Players can wear sleeves under their uniform shirt provided that it is the designated color for that team. It is recommended that all players wear a protective cup, and all players wear soccer or baseball shoes. No alteration of the VLL game uniform is permitted. In the Major, AAA and AA Divisions, players out of uniform on the field shall be deemed an "ineligible player" for that game for as long as he/she is out of uniform. With the approval of the President, a temporary substitution can be used when size or availability is a problem. The Little League patches (which are worn by players in all Divisions) must be worn on the left shoulder.
6. **UMPIRES.** No games shall be rescheduled because of a lack of an umpire. If the umpire designated fails to appear, the managers shall resolve the problem by using a person who is covered by applicable Little League insurance and is willing to serve as an umpire. Once this is established, the game shall be declared a legal game. Once declared a legal game, the substitute umpire becomes the umpire-in-chief for that game. The President and Chief Umpire shall be advised of the umpire's absence by the manager of the home team. The umpire-in-chief may have the game postponed if players and fans abuse the umpire. The umpire-in-chief may postpone the game until the stands are cleared if necessary.
7. **MANAGERS/COACHES ON FIELD.** Unless in the coaching box, ALL MANAGERS AND COACHES MUST REMAIN IN THE DUGOUT DURING THE GAME unless specifically permitted to leave the dugout by the umpire. Once the umpire grants a manager a timeout, he may proceed to the pitcher's mound to visit his/her pitcher or other defensive players.
8. **PRE-INNING PITCHER WARMUP.** ONLY uniformed players may warm up a pitcher in the Junior, Major, AAA and AA Divisions. The catcher must wear a catcher's mask and use a catcher's glove.

9. **LITTLE LEAGUE PLEDGE.** At game time, players and coaches shall line up at the base lines in front of their respective dugouts. Each Manager shall select one or more player(s) from his/her team to lead the recitation of the Little League Pledge at the pitcher's mound. After the Little League Pledge both managers will lead the parents in reciting the Parent/Volunteer Pledge.
10. **PREGAME WARMUP/BATTING PRACTICE.** Each team is allowed 10 minutes (infield/outfield) warm-up time beginning with the home team 30 minutes prior to the scheduled start time then the visiting team 20 minutes prior. If a prior game or other delays encroach on this time the teams will evenly split whatever time is available. A team is entitled to the entire field during their warm-ups. No batting practice (other than outfield whiffle ball or batting tee/soft-toss into a net) shall occur on the playing field prior to the game.
11. **SCOREKEEPERS.** Each team must have at least one (1) scorekeeper. The HOME Team is responsible for keeping the official book. The Official Scorebook and Pitching Log must be returned to the designated location after each game. With the exception of Tee-Ball, scorekeepers must record runs and positions at the end of each inning. For the Senior, Junior, Major, AAA, AA and Machine Pitch A Divisions, the visiting team also must provide a scorekeeper. The visiting team's scorekeeper must sign the Official Scorebook along with the Home Team Official Scorekeeper and umpire. Managers should not depend on their scorekeeper to keep track of their lineup or that of the opposing team; that is a manager's responsibility. However, the Scorekeeper must keep track of the batting lineup and substitutions in the scorebook.
12. **VISITING SCOREKEEPERS.** In Machine Pitch A, AA, AAA, Major, Junior and Senior Divisions, the visiting Scorekeeper must keep an accurate scorebook. The scorekeeper must fill in positions, pitching eligibility, and all the statistics and information that the Official Home Team Scorekeeper does for his/her team and the visiting team. In addition, the visiting scorekeeper in the Machine Pitch A Division must record and closely monitor the rotation of players.
13. **DUGOUT DISCIPLINE.** All players must be in the dugout and on the bench when not playing or base coaching. Leaning, pulling or climbing on the fences is prohibited.
14. **PREPARATION AND CARE OF THE FIELD.** Home managers are responsible for preparing the field for play (if not already prepared by VLL field operations personnel). Visiting managers are responsible for putting equipment away after the game. The last game of the day's visiting manager is also responsible for dragging the field, repairing the mound and home plate area. Failure to abide by instructions for care regarding a particular field shall constitute a rule violation.
15. **OFFICER OF THE DAY.** The Officer of the Day represents the Board during scheduled games. The Officer of the Day shall have the right to enforce all standing rules whenever a game or play is **not** under the control and responsibility of the umpires. Once any game has started, it becomes the responsibility of the Umpire-in-Chief.
16. **PLAYOFF FORMAT:** All post-season division playoffs shall be submitted by the division commissioners, for Board of Directors approval, prior to the start of the regular season. Post-season games will continue to use regular season rules, including these VLL Local Rules.
17. **DRAFT POLICY:** Only Division Managers, Division Commissioner, the applicable Player Agent and other persons designated by the President or Player Agent may be present at the Draft.
18. **MANDATORY PLAY:** For the purposes of mandatory play an inning shall be defined as 3 consecutive outs. If an inning ends because of the imposition of a run limit and a player has played for the entire half-inning that player will be considered to have played for three consecutive outs. If a player has not played for the entire half-inning, that player will be credited only as having played for the number of outs that occurred while the player was used defensively.

Board Policies

Disciplinary Measures

Chronic, Unexcused Absences. If a player in the Machine Pitch A, AA, AAA, Major or Junior Divisions misses (a) two (2) consecutive practices, (b) one (1) practice and the next game, (c) a game and the next practice, or (d) any four (4) events in a month, the Manager must discipline such player by sitting out such player (1) full game, such game being the game immediately after the last event which invokes the disciplinary measure. The Manager shall contact the Player Agent before instituting the disciplinary action. The player being disciplined must attend the game that he/she sits out; such player may be a base coach. If a player does not attend the game he/she is scheduled to sit out, such player will not be eligible to play until he/she sits out a game. The afore-mentioned policy is only applicable to unexcused absences. Whether an absence is excused or unexcused shall be left to the reasonable discretion of the applicable Manager. The applicable Player Agent and the President of VLL, acting together, shall be the arbiters of reasonableness if there is a conflict.

Required Manager Report if Player Leaves Team. If a player at any level (Machine Pitch through Majors) misses two (2) consecutive games or if the Manager otherwise knows that the player will not continue with the team (attending practices and games on a regular basis), the Manager must immediately notify the Player Agent. Failure of the Manager to make this report will subject the Manager to immediate dismissal.

Required Exchange of Player Information. At all levels, the Managers must exchange written line-up cards. In divisions AA and higher, managers are to inform the plate umpire of their in-game substitutions. The line-up card must contain the last name of the player, the first name or initial of the player, age, jersey number, defensive position and position in the batting order. In Tee-Ball and Machine Pitch, the Managers must exchange, prior to the game, written rotation charts indicating the rotation of the players each inning. In the AA, AAA and Major Divisions, Managers shall indicate on their line-up cards how many players are available for that game, which players did not meet minimum play requirements the previous game, pitching availability (i.e., the name and number of innings of eligibility of any player who does not have maximum eligibility) for that game.

Reporting Rule Violations. It is the responsibility of each Manager who notices rule violations to immediately call time out and notify the umpire. In addition, after the game, such Manager should immediately notify the Player Agent and Commissioner.

Forfeits

If, for any reason, at the designated starting time of a game, or at any time during the game, a team cannot field at least nine (9) players, that team shall be deemed to have forfeited that game and a “loss” shall be attributed to that team. The opposing team shall be credited with a “win.” If both teams, at the designated starting time of a game, cannot field nine (9) players, both teams shall be deemed to have forfeited and a “loss” shall be attributed to both teams.

Once a forfeit has occurred, the two teams may use the allotted game time for a practice game or a joint practice and, if the managers desire, may request the umpire to officiate a practice game.

Once a forfeit has occurred, it cannot be undone even if, after the forfeit, the requisite amount of players arrive or return.

There is no “grace period” for waiting for missing players. For example, if game time is 5:00 p.m. and the missing player arrives at 5:15 p.m., a forfeit has occurred. Likewise, if a player leaves the game, there is no “grace period” for waiting for his/her return. Managers may not agree otherwise. The final arbitrator of time is the umpire.

Rain Out/Rescheduling Policy

Decision to Call the Game:

Weekday Games - The Viejo Little League Mudline (949/660-5523) will state whether the fields are playable.

Weekend Games - The President or his designee will inspect the fields before 7:00 a.m. to determine whether the fields are playable and communicate his/her decision by having the Viejo Mudline updated by 7:15am.

Rescheduling of Games:

Senior, Junior, Major, AAA and AA - With the prior approval of the Player Agent and President, the responsible Commissioner shall reschedule all games that are rained out. No other person or body has the authority to reschedule league games. If successive weeks/games are rained out, the first game rained out will be made up first. Games will be made up on the next available weekday or Sunday. No Exceptions. Single A and Tee-Ball rain outs will not be rescheduled.

Division commissioners will alert the Chief Umpire immediately upon rescheduling any game.

Tryouts/Draft

All players, league age 6 and above with at least one year of Little League Tee-Ball experience, must tryout in order to participate in Machine Pitch A or higher divisions. Exceptions: The Player Agent shall have discretion to (1) permit a returning VLL player who cannot try out due to injury, but who will be available to play by May 1, to be drafted, provided the player is introduced to the managers of the appropriate Division(s) at tryouts; and (2) place on a team a player who moves into VLL's territory after tryouts are completed.

Managers may not pre-select their coaches prior to the draft in order to reserve that coach's son/daughter for his/her team. If a manager wants a particular coach then he/she must draft that coach's son/daughter as an unreserved normal draft pick or trade for that player in the normal fashion at the draft.

Conflicts of Interest

The Board shall attempt to allocate responsibility to Board members in a manner that will promote fair and impartial decision making and will minimize to the extent reasonably possible a Board member's taking action or making decisions in matters in which the Board member or his/her child or a team on which such child may play has a vested interest different from others who will be affected by such decision or action. In the event a Board member finds himself/herself in the position of such a conflict of interest, the President shall appoint another Board member to act in the conflicted Board member's stead in the matter.

Disciplinary Action

1. Disciplinary action shall be the recourse of the League toward any member, volunteer, player, or spectator who:
 - a. Violates any rule in the Official Regulations and Playing Rules or these Local Rules.
 - b. Willfully or recklessly endangers the health or safety of any player.
 - c. Violates League Code of Conduct.
2. Any person may bring to the attention of the League a violation as described in item 1 above by giving written account of the violation to any Manager, Coach, Umpire, Commissioner, or other League Official. That League Official must forward this written account to the appropriate Division Commissioner. The Division Commissioner must investigate the incident and make a report to the Disciplinary Committee within seven days. The Disciplinary Committee shall decide whether a hearing is justified at the next regularly scheduled Board meeting.
3. The Board shall request the attendance of all appropriate parties at the hearing. A parent or legal guardian shall accompany players.
4. The Board may elect to act in the following manner after determining that a person was in fact in violation of the Official Regulations and Playing Rules, these Local Rules, or League Code of Conduct:
 - a. **Warning:** The offending party shall be notified by the Board in writing that he/she is in violation and that repetition of the violation shall require more severe penalties.
 - b. **Suspension:** The offending party shall be notified by the Board in writing that he/she is suspended from League activities to an appropriate extent for a determinate number of days or games.
 - c. **Dismissal:** The offending party shall be notified by the Board in writing that he/she is prohibited from participation in League activities to an appropriate extent for the remainder of the current season.
 - d. **Barred:** The offending party shall be notified by the Board in writing that he/she is prohibited from participation in League activities to an appropriate extent for any length of time that the Board deems appropriate.
5. The aforementioned guidelines for Board action shall not prohibit the Board from severe action in the event the first violation is serious in nature, especially in the case of endangerment of any player.
6. Any spectator, player, coach or manager ejected from a game by an umpire will:
 - a. Be automatically suspended for the next scheduled game, including playoff games, for the first offense of the season.
 - b. Be automatically suspended for a minimum of the next two scheduled games, including playoff games, for the second offense in a season.

Viejo Little League Major Division

Major Division Local Draft Rules

GENERAL

1. Trades will only be considered on Draft Day before leaving the draft room. All trades, whenever made, will be a player for a player and must be approved by the President and the Player Agent.
2. Each “pick” is allowed a maximum of one (1) minute. If a minute is exceeded, the manager will be skipped and relinquish the “pick” to the next manager in sequence who will be given one (1) minute. The original manager will then be given another opportunity to make a selection, not to exceed one (1) minute or face the same penalty. The original draft order will be resumed as soon as possible.

MAJOR DIVISION

1. Each team’s draft position will be determined on the day of the draft by a blind draw prior to the commencement of the draft. Player selection will progress in a serpentine fashion (e.g. 1-8, then 8-1). The draft will be made up of two separate player “Pools” with all players returning to the level occupying Pool “A” and players new to the level occupying Pool “B”. All Pool “A” players must be drafted before Pool “B” players are eligible to be selected. Managers are not allowed to pass on a draft choice.
2. When the Pool “B” draft begins, the draft order starts over and reverses from Pool “A” round 1, regardless of which team drafted last in the Pool “A” draft.
3. Team rosters will be “balanced” at the end of round three (3) of the Pool “B” draft so that all teams will have an equal number of players. Once the balancing round is completed the serpentine draft will resume at round four (4) with the last team in the Pool “B” draft order. The balancing round will count as a draft round for the purposes of the Manager son/daughter, and /or sibling selection.
4. Unless otherwise specified by the Player Agent, all 12 year olds must be drafted into the Major Division.
5. Subject to the rules relating to Replacement Players, each Major Division team will maintain a 12-player roster for the season.
6. Any player who does not register and tryout prior to the Draft shall be ineligible to be drafted.
7. Before the Draft, the Player Agent will publish a list of all 11 and 12 year olds eligible for the Draft, only those on the eligible list may be selected.
8. No Major’s team may draft, or have on their team, more than eight (8) players of any one age group per team.
9. From the Little League Operating Manual, 12 year old child of manager will be drafted in the 3rd round, 11 year old child of manager will be drafted in the 4th round, of the draft pool that they occupy. (e.g. Managers must draft their 11 year old Pool “B” son/daughter by the 4th round of the Pool “B” draft.)
10. If a selected player has a sibling(s) who is draft eligible, the Manager must draft the sibling(s) in the next round of the Pool draft that the sibling(s) occupies (skipping a round to draft a son/daughter may be required). Pool “A” sibling must be drafted in the next round. The Pool “B” sibling of a Pool “A” selection must be drafted in the first round of the Pool “B” draft.

Major Division Local Playing Rules

Playing rules conform to the 2010 Official Little League Rules with the following additions:

1. ***MANDATORY PLAY:*** The Major Division utilizes a continuous batting order and free defensive substitution. Each player shall play defensively a minimum of 3 innings, 2 before the end of the fourth inning. Players not present at the start of the game shall be placed in the last position in the batting order. Any player who becomes injured or forced to leave the game shall be skipped in the batting order with no penalty as long as the manager informs the Umpire-in-Chief of this situation. The number of innings missed due to arriving late, leaving early, or games shortened because of time limit or the mercy rule may reduce a player's mandatory playing time proportionally, but not below the Little League minimum.
2. ***PITCHING:*** Depending upon the age and development of the player, it may be appropriate and advisable for the manager to limit the number of pitches for an individual player. A player once removed as a pitcher may not pitch again in the same game. Each team shall have 4 innings in a calendar week, Sunday through Saturday, pitched by players league age 11 (regular pitch count rules still apply). This 11 year old requirement is waived during Post Season play and when only 1 league game is played in a calendar week. For the purposes of this rule an inning shall be defined as a) 3 outs or b) 20 pitches in a single half inning.
3. ***TIME LIMIT:*** There shall be no time limit for any game except weekday games where two games are scheduled per night. In these cases, no new inning in game one shall begin after 7:00p.m. regardless of when the game started.
4. ***PLAYOFF PLAYING RULES:*** The post-season playoffs shall continue to use regular season rules, including these Local Rules.
5. ***SUBSTITUTE BATTER/RUNNER:*** The last player to make an out will assume the count (batter) and shall replace a batter/runner forced to leave the game.
6. ***RULES:*** It is the responsibility of the manager and his/her coaches to read and become familiar with all of the 2010 Official Little League Regulations and Playing Rules. Set forth below is an index of certain Regulations and Rules that tend to be raised each season. Please do not assume that knowledge of this abbreviated list constitutes compliance with your obligation to become familiar with ALL of the rules.
 - No headfirst slide - 7.08
 - Definition of Terms - 2.00
 - Interference (Offensive)
 - Obstruction (Defensive)
 - Strike Zone
 - Substitution - 3.03
 - Substitute Runners - 3.04
 - Mercy Rule - 4.10(e)
 - Resumption of Halted Games - 4.11

- Protests - 4.19
- Batter is Out (Potential Double Play) - 6.05(l)
- Batting Out of Turn - 6.07
- Obstruction & Interference Situations
 - Bunted or tapped ball - play at first - 6.05(h) (also see 7.09(k))
 - Obstruction of the runner - 7.06
 - Interference by the runner (includes plays at home plate) - 7.08 (also see 7.09(h))
 - Interference by the batter - 7.09
- Runner leaving too soon - 7.13
- Legal Pitching Delivery - 8.01
- Illegal Pitch - 8.05
- Trips to the Mound - 8.06

Viejo Little League AAA Division

AAA Division Local Draft Rules

GENERAL

1. Trades will only be considered on Draft Day before leaving the draft room. All trades, whenever made, will be a player for a player and must be approved by the President and the Player Agent.
2. Each “pick” is allowed a maximum of one (1) minute. If a minute is exceeded, the manager will be skipped and relinquish the “pick” to the next manager in sequence who will be given one (1) minute. The original manager will then be given another opportunity to make a selection, not to exceed one (1) minute or face the same penalty. The original draft order will be resumed as soon as possible.

AAA DIVISION

1. Each team’s draft position will be determined on the day of the draft by a blind draw prior to the commencement of the draft.
2. The Draft will be a snake draft “serpentine” (e.g., 1-8, then 8-1).
3. All eligible 11 year olds not drafted into the Major Division shall be drafted to the AAA Division. Unless otherwise specified by the Player Agent, all eligible 10 year olds shall be drafted to the AAA division.
4. Eligible 9 year olds may be drafted into the AAA Division so long as all required 10, 11 and 12 year olds not drafted into the Major Division are guaranteed a place on a AAA Division Team Roster.
5. Any player who does not register and tryout prior to the Draft shall be ineligible to be drafted.
6. Before the Draft, the Player Agent will publish a list of all 9, 10, 11 and 12 year olds eligible for the draft. Only those on the eligible list may be selected.
7. From the Little League Operating Manual, 9 or 10 year old child of manager will be drafted in the 5th round, 11 year old child of manager will be drafted in the 4th round.

AAA Division Local Playing Rules

Playing rules conform to the 2010 Official Minor League Rules with the following exceptions:

1. ***MANDATORY PLAY:*** The AAA Division utilizes a continuous batting order and free defensive substitution. Each player shall play defensively a minimum of 4 innings, 2 before the end of the fourth inning. Each player must play at least one defensive inning at an infield position, unless the President and the Player Agent decide otherwise on a case-by-case basis. Each player must play at least one defensive inning at an outfield position, excluding a pitcher who has pitched 4 innings or more in the game. Players not present at the start of the game shall be placed in the last position in the batting order. Any player who becomes injured or forced to leave the game shall be skipped in the batting order with no penalty as long as the manager informs the Umpire-in-Chief of this situation. The number of innings missed due to arriving late, leaving early, or games shortened because of time limit may reduce a player's mandatory playing time proportionally, but not below the Little League minimum.
2. ***FIVE RUN RULE:*** During the first five (5) innings of any game, the 5-run rule shall apply in the AAA Division. The inning is over when three outs are recorded or the 5th run crosses home plate. More than five (5) runs may be scored in a single inning by a single team in the first five (5) innings only in the case of an over-the fence home run, a ground-rule double, or if it is the declared last inning. Should the score be tied at the end of six innings, suspension of the 5-run rule shall apply to each successive inning until a winner is declared. There is no 10-run mercy rule.
3. ***PITCHING:***
 - a. A player who has attained a League age of 12 may not pitch in the AAA Division; any other player on the team may pitch.
 - b. In the first half of the season, umpires shall issue a warning for every illegal pitch. In the second half of the season, including the playoffs, the illegal pitch rules covered by the Little League Rule Book shall prevail.
 - c. If a pitcher throws more than 40 pitches in a day they will not be eligible to pitch in the next game their team physically plays.
4. ***TIME LIMIT:*** The umpire shall declare the start time for each game. Notwithstanding anything to the contrary, no new inning will start after two full hours of play. For weekday games where two games are scheduled per night, no new inning in game one shall begin after 7:00 pm regardless of when the game started. For Saturday games and weekday games, any new full inning that begins on or after 1 hour and 45 minutes after the start of the game shall be the "last inning". The scorekeeper and managers of both teams shall be advised by the umpire of his decision **PRIOR TO THE START OF THE DECLARED LAST INNING**. Notwithstanding the foregoing, in all circumstances (weekday and weekend games) there shall be a "stopping" time limit of 2 hours and 30 minutes. If such time limit occurs before the end of any inning (including the "last" inning), the final score shall revert to the score at the end of the last completed inning, even if a tie score exists in that last completed inning. If the home team was behind at the end of the last completed inning and has tied the score in the incomplete inning, the game will be declared a tie. A tie game will not be resumed at a later date if it is a regulation game.
5. ***SUBSTITUTE BATTER/RUNNER:*** Last player to make an out will assume the count (batter) or shall replace a runner forced to leave the game.
6. ***PLAYOFF PLAYING RULES:*** The post-season playoffs shall continue to use regular season rules, including these Local Rules.

Viejo Little League AA Division

AA Division Local Draft Rules

GENERAL

1. Trades will only be considered on Draft Day before leaving the draft room. All trades, whenever made, will be a player for a player and must be approved by the President and the Player Agent.
2. Each “pick” is allowed a maximum of one (1) minute. If a minute is exceeded, the manager will be skipped and relinquish the “pick” to the next manager in sequence who will be given one (1) minute. The original manager will then be given another opportunity to make a selection, not to exceed one (1) minute or face the same penalty. The original draft order will be resumed as soon as possible.

AA DIVISION

1. Each team’s draft position will be determined on the day of the draft by a blind draw prior to the commencement of the draft.
2. The Draft will be a snake draft “serpentine” (e.g., 1-8, then 8-1).
3. All eligible 10 year olds not drafted into the AAA Division will be drafted to the AA Division. Unless specified otherwise by the Player Agent, all eligible 9 year olds not drafted into the AAA Division will be drafted to the AA Division.
4. Eligible 8 year olds may be drafted into the AA Division so long as all required 9 and 10 year olds not drafted into the AAA Division are guaranteed a place on a AA Division Team.
5. Any player who does not register and tryout prior to the Draft shall be ineligible to be drafted.
6. Before the Draft, the Player Agent will publish a list of all 8, 9 and 10 year olds eligible for the draft, only those on the eligible list may be selected.
7. Provided a draft option is provided, each son/daughter of a manager will be drafted in the 5th round.

AA Division Local Playing Rules

Playing rules conform to the 2010 Official Minor League Rules with the following exceptions:

1. ***MANDATORY PLAY:*** The AA Division utilizes a continuous batting order and free defensive substitution. Each player shall play defensively a minimum of 4 innings, 2 before the end of the third inning. Each player must play at least two defensive innings at an infield position, and one defensive inning at an outfield position unless the President and the Player Agent decide otherwise on a case-by-case basis. Players not present at the start of the game shall be placed in the last position in the batting order. Any player who becomes injured or forced to leave the game shall be skipped in the batting order with no penalty as long as the manager informs the Umpire-in-Chief of this situation. The number of innings missed due to arriving late, leaving early, or games shortened because of time limit may reduce a player's mandatory playing time proportionally, but not below the Little League minimum.
2. ***THREE RUN RULE First Half of Season:*** During the first five (5) innings of any game, the 3-run rule shall apply in the AA Division. The inning is over when three outs are recorded or the 3rd run crosses home plate. More than three (3) runs may be scored in a single inning by a single team in the first five (5) innings only in the case of an over-the fence home run, a ground-rule double, or if it is the declared last inning. The scorekeeper and managers of both teams shall be advised by the umpire of his decision PRIOR TO THE START OF THE DECLARED LAST INNING. Should the score be tied at the end of six innings, suspension of the 3- run rule shall apply to each successive inning until a winner is declared. There is no 10-run mercy rule.
3. ***FIVE RUN RULE (Second half of Season):*** During the first five (5) innings of any game, the 5-run rule shall apply in the AA Division. The inning is over when three outs are recorded or the 5th run crosses home plate. More than five (5) runs may be scored in a single inning by a single team in the first five (5) innings only in the case of an over-the fence home run, a ground-rule double, or if it is the declared last inning. The scorekeeper and managers of both teams shall be advised by the umpire of his decision PRIOR TO THE START OF THE DECLARED LAST INNING. Should the score be tied at the end of six innings, suspension of the 5- run rule shall apply to each successive inning until a winner is declared. There is no 10-run mercy rule.
4. ***INFIELD FLY RULE:*** There will be NO infield fly rule.
5. ***UMPIRES:*** The HOME Team shall supply the plate umpire and the VISITOR shall supply the base umpire. Unless the visiting team manager agrees and no other person is available, the home team manager shall not designate himself/herself as the umpire. No games will be canceled if an umpire is not available; the Managers involved shall select an umpire or umpires from the coaches and/or parents present at the game, as they shall agree.
6. ***SUBSTITUTE BATTER/RUNNER:*** The last player to make an out will assume the count (batter) or shall replace a runner forced to leave the game.
7. ***PITCHING ELIGIBILITY:***
 - a. A player may pitch in a maximum of 2 innings per game. Delivery of a single pitch constitutes having pitched in an inning.
 - b. A player once removed as a pitcher may not pitch again in the same game.
 - c. Violation of any section of this regulation can result in protest of the game in which it occurs.
 - d. If a pitcher throws more than 40 pitches in a day they will not be eligible to pitch in the next game their team physically plays.

8. **ILLEGAL PITCHES:** Umpires shall issue a warning for every illegal pitch throughout the entire AA season.
9. **TIME LIMIT:** The umpire shall declare the start time for each game. Notwithstanding anything to the contrary, no new inning will start after two full hours of play. Any new full inning that begins on or after 1 hour and 45 minutes after the start of the game shall be the “last inning”. The scorekeeper and managers of both teams shall be advised by the umpire of his decision **PRIOR TO THE START OF THE DECLARED LAST INNING**. Notwithstanding the foregoing, in all circumstances (weekday and weekend games) there shall be a “stopping” time limit of 2 hours and 30 minutes. If such time limit occurs before the end of any inning (including the “last” inning), the final score shall revert to the score at the end of the last completed inning, even if a tie score exists in that last completed inning. If the home team was behind at the end of the last completed inning and has tied the score in the incomplete inning, the game will be declared a tie. A tie game will not be resumed at a later date if it is a regulation game.
10. **STEALING:** Stealing from third base to home is not allowed.
11. **STANDINGS:** The final ten regularly scheduled games of the season will determine the seeding for the post-season playoffs.

Viejo Little League A Machine Pitch Division

A Machine Pitch Division Local Draft Rules

GENERAL

1. Trades will only be considered on Draft Day before leaving the draft room. All trades, whenever made, will be a player for a player and must be approved by the President and the Player Agent.
2. Each “pick” is allowed a maximum of one (1) minute. If a minute is exceeded, the manager will be skipped and relinquish the “pick” to the next manager in sequence who will be given one (1) minute. The original manager will then be given another opportunity to make a selection, not to exceed one (1) minute or face the same penalty. The original draft order will be resumed as soon as possible.

A MACHINE PITCH DIVISION

1. Each team’s draft position will be determined on the day of the draft by a blind draw prior to the commencement of the draft.
2. The Draft will be a snake draft “serpentine” (*e.g.*, 1-8, then 8-1).
3. All eligible 9 year olds not drafted into the AA Division will be drafted to the American League Machine Pitch A Division.
4. Any player who does not register and tryout prior to the Draft shall be ineligible to be drafted.
5. Before the Draft, the Player Agent will publish a list of all 6, 7, 8 and 9 year olds eligible for the draft, only those on the eligible list may be selected. To be eligible for the Machine Pitch A draft, 6 year olds must have one year of Tee-Ball experience with Little League and must tryout.
6. Provided a draft option is provided, each son/daughter of a manager will be drafted in the third round.

Machine Pitch A Division Local Playing Rules

Playing rules conform to the 2010 Official Minor League Rules with the following exceptions:

1. ***MANDATORY PLAY:*** The Machine Pitch A Division utilizes a continuous batting order and free defensive substitution, provided, that there shall be no defensive substitution during an inning except due to an injury. Every player must play defensively for at least 4 full innings and not sit out two consecutive innings. Each player must play at least two defensive innings at an infield position, and two defensive innings at an outfield position. Catcher is not considered an infield position for this requirement. If a manager believes it is unsafe for a player to play a position, he must receive permission from the Player Agent before failing to conform to this rule. Failure to abide by this Rule subjects a manager to discipline, including immediate removal. Managers shall exchange rotation charts with each other and the official and visiting team scorekeeper prior to every game. Players not present at the start of the game shall be placed in the last position in the batting order. The number of innings missed due to arriving late, leaving early, or games shortened because of time limit may reduce a player's mandatory playing time proportionally, but not below the Little League minimum.
2. ***FIVE RUN RULE First Half of Season:*** The 3-run rule shall apply in the A Division. The inning is over when three outs are recorded or the 3rd run crosses home plate. More than three (3) runs may be scored in a single inning by a single team only in the case of an over-the fence home run or a ground-rule double. There is no 10-run mercy rule.
3. ***FIVE RUN RULE Second Half of Season:*** The 5-run rule shall apply in the A Division. The inning is over when three outs are recorded or the 5th run crosses home plate. More than five (5) runs may be scored in a single inning by a single team only in the case of an over-the fence home run or a ground-rule double. There is no 10-run mercy rule.
4. ***FIVE RUN RULE Playoffs:*** During the first five (5) innings of any game, the 5-run rule shall apply in the A Division. The inning is over when three outs are recorded or the 5th run crosses home plate. More than five (5) runs may be scored in a single inning by a single team in the first five (5) innings only in the case of an over-the fence home run, a ground-rule double or if it is the declared last inning. The scorekeeper and managers of both teams shall be advised by the umpire of his decision PRIOR TO THE START OF THE DECLARED LAST INNING. Should the score be tied at the end of six innings, suspension of the 5- run rule shall apply to each successive inning until a winner is declared. There is no 10-run mercy rule.
5. ***INFIELD FLY RULE:*** There will be NO infield fly rule.
6. ***UMPIRES:*** The HOME Team shall supply the plate umpire and the VISITING Team shall supply the base umpire. Unless the visiting team manager agrees and no other person is available, the home team manager shall not designate himself/herself as the umpire. No games will be canceled if an umpire is not available; the Managers involved shall select an umpire or umpires from the coaches and/or parents present at the game, as they shall agree.
7. ***BATTED BALL HITS MACHINE:*** When a batted ball hits or is deflected into the pitching machine, the person feeding the pitching machine (excluding interference), screen, the ball bucket, or related equipment, the ball is dead and the batter is awarded first base. Only those runners forced to advance one base as a result of the batter taking first are allowed to advance (same as a walk).
8. ***THROWN BALL HITS MACHINE:*** When a thrown ball hits the pitching machine, related equipment, or the person feeding the machine (excluding interference), the ball is dead and the runners are awarded first base, a base they are advancing to or bases they are forced to advance to.
9. ***SUBSTITUTE BATTER/RUNNER:*** The last player to make an out will assume the count (batter) or shall replace a runner forced to leave the game.

10. **WHEN PLAY STOPS:** Runners shall return to their respective bases and the play shall end when:

At that point when the ball is thrown to the pitcher or an infielder and he/she establishes possession or the throw strikes the pitching apparatus. Runners in motion may continue only to the next base. The Umpires will rule if the throw was to the pitcher/infielder or a play was made on a runner. An infielder acting as a cutoff is still considered an infielder for the purposes of this rule.

Exception: The Umpire may direct a runner to advance by virtue of defensive interference or like circumstance.
11. **HITTING:** The batter should not be permitted to bunt or take a half-swing. If, in the umpire's judgment, the batter does not take a full swing, he/she may call the batter back to swing again and count the pitch as a foul. Each batter gets five (5) "hittable" pitches. The determination of whether a ball is "hittable" shall be the sole judgment of the Umpire. If the fifth pitch is fouled, the player may continue to bat so long as the player continues to foul pitches. No "balls" or "strikes" are called.
12. **PITCHING MACHINE:** The Umpire shall determine the speed of the pitches delivered by the pitching machine before the game. The pitching machine's speed will be set between 35-40 RPMs. Adjustments to the machine shall be made by the plate umpire as needed. The volunteer operating the pitching machine is not allowed to coach the members of the team.
13. **PITCHER:** Unless otherwise directed by the umpire, the defensive pitcher shall place at least one foot in the dirt area surrounding the pitcher's plate until the pitched ball crosses the plate or is contacted by the batter. Violation of this rule shall be ruled defensive interference, thereby awarding the batter first base. All base runners will advance one base only.
14. **FOUR OUTFIELDERS:** Since the defensive team has 10 players in the field, they are to be lined up as: a catcher, a pitcher, 4 infielders, and 4 outfielders. Although the fourth outfielder can be a "rover", the rover must play the same depth as the other outfielders. An outfielder cannot make an infield out.
15. **FIELD PREPARATION:** The manager of the HOME team is responsible for setting up the field and machine. The manger of the VISITING team will be responsible for putting away the equipment.
16. **REGULATION GAME AND TIME LIMIT:** Games shall be scheduled for (6) six innings. An inning that begins at or after 1 hour and 30 minutes after the start of the game time shall be the "last inning." Notwithstanding the foregoing, in all circumstances (weekday and weekend games) there shall be a "stopping" time limit of 2 hours. If such time limit occurs before the end of any inning (including the "last" inning), the final score shall revert to the score at the end of the last completed inning, even if a tie score exists in that last completed inning. If the home team was behind at the end of the last completed inning and has tied the score in the incomplete inning, the game will be declared a tie. A tie game will not be resumed at a later date if it is a regulation game.
17. **THROWING OF A BAT:** If a batter throws the bat so that any portion of the bat comes to rest outside of a 15-foot radius around the plate, the batter is to be warned: "If you throw the bat again during your "at bat", you will lose your turn at bat for this inning." Should a bat be thrown, all runners return to the last base they occupied.
18. **NO ON-DECK BATTER:** No player shall pick up a bat or take any practice swings at any time or in any location except at the plate immediately prior to the player's at bat as the umpire may allow. All bats, except for the one being used by the player at bat, shall be kept in the bat rack, out of anyone's hands. See also Rule 1-08.

19. **STEALING:** No runner shall steal. A runner shall not advance unless forced ahead (i.e. defensive interference or like circumstance) or advancing at his/her own peril upon a batter putting a ball in play.
20. **STANDINGS:** There will not be standings. Seeding for playoffs will be determined by a blind draw.
21. **OVERTHROWS:** During the first 10 games of the season no runner may advance due to an overthrow. During the remainder of the season one base per overthrow, one overthrow per play.

Tee-Ball Division Local Playing Rules

Playing rules conform to the 2010 Official Minor League Rules with the following exceptions:

1. **PHILOSOPHY:** The Tee-Ball Division is instructional baseball and should be viewed as such by Managers, coaches and parents. Since the score is not kept, there are no winners or losers in Tee-Ball, however, the rules of baseball still apply.
2. **UMPIRES:** The base coaches will act as umpires and determine the calls.
3. **BASE/DEFENSIVE COACH/ADDITIONAL PARENT TO HELP IN THE DUGOUT:** The offensive team should have one coach in both "coach's box". An additional coach should work with the batters. Three (3) defensive coaches are allowed, but must be stationed in the outfield in positions that do not obstruct play. If a player is in the dugout a coach must remain in the dugout to maintain order and discipline in the dugout. An additional person may serve as a dugout coach to maintain order and discipline in the dugout.
4. **MANDATORY PLAY AND PLAYER ROTATION:** All players must play a defensive position every inning. Players are to be lined up as a pitcher, 4 infielders and the remaining players as outfielders, catcher and a possible fifth infielder as the number of players dictate. The usual nine positions should be filled first. Although the additional outfielders can be "rovers", the rovers must play the same depth as the other outfielders. Each player should play at least one inning in an infield position, excluding catcher.
5. **BATTING:** The batting order shall contain the entire roster of players listed in the order they are to bat. Batting through the entire line-up will take place in Tee-Ball each inning. If a player comes late, he/she shall be placed into the last position in the batting order.
6. **SIDE RETIRED:** The offensive side is retired when all players on the offensive team have been to bat one (1) time during the inning.
7. **STRIKE OUT:** A batter CANNOT strike out.
8. **FOUL BALL:** Identical to conventional baseball with two (2) exceptions: (1) the ball is foul if the ball travels less than 15 feet in fair territory from home plate and (2) the ball is foul if the batter hits the tee with the bat causing the ball to fall from the tee.
9. **BASE RUNNERS:** Runners may not advance on a defensive overthrow.
10. **BASEBALLS:** Baseballs used for games and practice shall be the limited flight, soft tee ball.
11. **STEALING:** No stealing is permitted at any time.
12. **INFIELD FLY RULE:** The Infield Fly Rule does NOT apply.
13. **DEFENSIVE OUT:** When a player in the field makes a defensive out, the runner/batter is out and should return to the dugout. An outfielder can not make an infield out on his own.
14. **REGULATION GAME AND TIME LIMIT:** Games shall be scheduled for four (4) innings. No game shall be longer than four (4) innings. Notwithstanding anything to the contrary, no new inning shall commence after one and one-half hours from the scheduled start of the game.
15. **NO ON-DECK BATTER:** No player shall pick up a bat or take any practice swings at any time or in any location except at the plate immediately prior to the player's at bat as the umpire may allow. All bats, except for the one being used by the player at bat, shall be kept in the bat rack, out of anyone's hands. See also Rule 1-08.

Replacement of Players (Majors)

1. When a player leaves a team roster, for any reason, the manager must contact the Player Agent within 48 hours.
2. In each instance, when a player leaves a team, the Player Agent will contact the parents of the player, to determine the reason. If the Player Agent finds evidence of coercion by the manager to make a player quit, he/she will contact the President who will, in turn, contact and convene a meeting of the Manager Selection Committee or the Board. In this instance, with such Committee's or the Board's approval, the Player Agent will reinstate the player, or name another player to the team (subject to #4 below). In addition, the Manager Selection Committee may suspend the manager from all activities pending a hearing by the full Board of Directors.
3. When a Major Division team loses a player for the remainder of the season, within 7 days from the day the player left the team, or 2 league games, whichever occurs first, the manager must select a new player as outlined below, or he loses the right to do so and will be assigned a player by the Player Agent (subject to #4 below).
4. When a Major League team loses a player a replacement player should be found using the options listed below in descending order. The subsequent option should not be used until the prior option has been exhausted for the player age specified. Subject to the following four (4) restrictions:
 - i No Major Division team can have more than eight (8) players of the same age.
 - ii Paragraph 7 below applies.
 - iii No player drafted at the beginning of the season onto a AAA team is eligible to be a replacement player unless such player was eligible to be initially drafted into the Major Division in this year's Major Division Draft
 - iv The order of players on the waiting list is determined by the date the registration was received.

Options:

- a) The Player Agent will assign the next player league age 12 on the waiting list to the Major team.
- b) The manager will select an eligible player league age 12, of his/her choice, from the AAA Division. If the player selected refuses (subject to rule 6) restart the process with another 12 year old. The AAA team that lost a player will be assigned (by the Player Agent) the next player league age 12 on the waiting list. If no 12 year olds are available, league age 11, if none available then league age 10.
- c) The Player Agent will assign the next player league age 11 on the waiting list to the Major team.
- d) The manager will select an eligible player league age 11, of his/her choice, from the AAA Division. If the player selected refuses (subject to rule 6) restart the process with another 11 year old. The AAA team that lost a player will be assigned (by the Player Agent) the next player league age 11 on the waiting list. If no 11 year olds are available, then league age 10.
- e) If 10 year olds were drafted into the Majors Division this season apply option (c) then (d) with 10 year old players in place of 11 year old players.
- f) A VLL Board meeting will be called to consider other options.

5. The manager cannot speak with any candidate or with any candidate's parents. The manager can "scout" by watching games and/or practices, but direct contact is permitted only with the candidate's manager.
6. If an eligible AAA Division player is selected to go to the Major Division and does not comply, two actions will occur:
 - a. The player may not be selected to go to the Major Division for the balance of the year.
 - b. The player will be reassigned to the team that loses a player to the Major Division Team in quest of the replacement player. If a player refuses his/her reassignment, he/she forfeits his/her right to play the remainder of the season.
7. There will be NO Replacement of Players during or after the last two (2) weeks of the regular season unless the team is unable to field a team. In that case, only the number of players needed to field a team will be replaced; and with respect to the Majors Division, such replacement player shall not become a "titled" player and shall be returned to the pool of eligible players to be drafted for the next season.

Tournament of Champions Participation

District 68 hosts a Tournament of Champions every year at the end of the regular season. Our League sends two (2) Junior, two (2) Major and two (2) Minor (AAA) teams.

1. The two (2) Junior, two (2) Major and two (2) AAA teams will be the League Champion of each Division (Junior, Major and AAA) and the winners of the VLL Playoffs in each Division (Junior, Major and AAA). The League Champion will have choice of brackets.
2. League Champion – Juniors., Majors and AAA Divisions will play a split schedule (two halves). The winner of the first half will play the winner of the second half to determine “league champion”. The winner will be declared league champion and get an automatic bid to the TOC tournament while the loser will be “first seed” in the VLL Playoffs. If the winner of both halves is the same team, the next best overall record will be “first seed” in the VLL Playoffs. If a winner cannot be determined by most wins, then it will go to head to head competition in the respective half. If still tied, then the tiebreaker will be runs scored, in the respective half, against that particular team or teams if more than two teams are involved.
3. Any games played (Juniors) against other leagues during the regular season do not count in the standings if Viejo LL is keeping separate standings.
4. The second TOC berth shall be determined by a single game elimination playoff. “First seed” will have a bye, if available, in the first round of the playoffs. Seeding in the VLL Playoffs will be worst record playing best record. League Champion is not involved in the VLL Playoffs.
5. To the extent that a team that qualifies for the Tournament of Champions cannot participate, the overall regular season standings shall be used to determine the replacement team, with the team that finishes highest in the standings approached first.
6. Teams must make every effort to participate. Managers should make sure that the parents of their team are aware of this post-season tournament early in the season to minimize vacation conflicts.
7. The highest seeded team (the team which finished highest in the regular season standings) will be the Home Team for each game.
8. No replacement of lost players is allowed.

Trophies

Viejo LL will award trophies (or other recognition) to the First and Second place teams. Other teams may be recognized as well at the discretion of the VLL Board. In divisions that send teams to the District TOC First place will be awarded to the team that won both halves of the season or wins the playoff game between the two teams that won each half. Second place will be awarded to the team that won a half season but lost the playoff game. If one team one both halves Second Place will be awarded to the winner of the Viejo LL Playoffs. In divisions that do not play two halves trophies will be awarded based on the results of the Viejo LL Playoffs. If the Viejo LL Playoff format does not generate a single “runner up” Third place will be awarded to the team with the next best record or will not be awarded.

All-Star Player/Manager Selection

All-Star Player Selection for Majors 11-12 Year Old Team

1. The players for the Majors 11-12 year old All-Star Team will be selected as follows:
 - a. All the respective division players will cast no more than 12 votes from a ballot of all eligible players; players do not vote for players on their own team. The top thirty-five (35) vote getters will be in the All-Star Pool.
 - (1) The top eight (8) players receiving the most votes will be automatically selected to the All-Star team. In the case of a tie for the eighth position, all players tying for the eighth position will be selected to the team.
 - (2) If the parent(s) of an automatically selected 11 year old have requested in writing that the child only be eligible for the 11 year old All-Star team, they will automatically be selected to the 11 year old All-Star team instead.
 - b. All the managers from their division will rank the players in the division.
 - c. The All-Star manager shall select the balance of the All-Star team from the players ranked 1-15 in the division manager's ranking.
 - (1) Picks after the players receiving the most votes (see #1 a. (1). above) must be 12 year olds or 11 year olds with written parent approval.
 - (2) If an eleven year old manager selection chooses not to play on the 11-12 year old All-Star team, there are no guarantees that they will be chosen for the 11 year old All-Star team.
 - d. The All-Star manager's son/daughter shall be automatically selected to the All-Star Team
 - e. The total number of players on the team will be twelve (12).
2. All selections in Paragraph 1.a. shall be subject to the parents of the player making the All-Star commitment to attend all of the All-Star games and practices. In the event that one or more of the initially selected players cannot make such commitment, or is unavailable, the All-Star manager will select the necessary amount of players to reach 12, first from the players ranked 1-15 by the managers, then from the All-Star Pool.
3. No announcement of the All-Star Team shall be made (a) prior to the date provided by Little League Baseball and (b) unless authorized by the President.
4. Ballots will be handed out and collected by the Player Agent or their designee. Ballots will be sealed and counted by the Player Agent, President and respective Commissioner.

All-Star Player Selection for Majors 11 Year Old Team

1. The players for the Majors 11 year old All-Star Team will be selected as follows:
 - a. All the respective division players will cast no more than 12 votes from a ballot of all eligible 11 year old players; players do not vote for players on their own team. The top thirty-five (35) vote getters will be in the All-Star Pool.
 - (1) The top eight (8) 11 year old players receiving the most votes will be automatically selected to the All-Star team. In the case of a tie for the eighth position, all players tying for the eighth position will be selected to the team.
 - b. All the managers from their division will rank the 11 year old players in the division.
 - c. The All-Star manager shall select the balance of the All-Star team from the 11 year old players ranked 1-15 in the division manager's ranking.
 - (1) Picks after the players receiving the most votes (see #1 a. (1) above) must be 11 year olds with written parent approval.
 - d. The All-Star manager's 11 year old son/daughter shall be automatically selected to the All-Star Team.
 - e. The total number of players on the team will be twelve (12).
2. All selections in Paragraph 1.a. shall be subject to the parents of the player making the All-Star commitment to attend all of the All-Star games and practices. In the event that one or more of the initially selected players cannot make such commitment, or is unavailable, the All-Star manager will select the necessary amount of players to reach 12, first from the players ranked 1-15 by the managers, then from the All-Star Pool.
3. No announcement of the All-Star Team shall be made (a) prior to the date provided by Little League Baseball and (b) unless authorized by the President.
4. Ballots will be handed out and collected by the Player Agent or their designee. Ballots will be sealed and counted by the Player Agent, President and respective Commissioner.

All-Star Player Selection for 9-10 Team

1. The players for the 9-10 year old All-Star Team will be selected as follows:
 - a. All the respective division players will cast no more than 13 votes from a ballot of all eligible players; players do not vote for players on their own team. The top thirty-five (35) vote getters will be in the All-Star Pool.
 - 1) The top eight (8) players receiving the most votes will be automatically selected to the All-Star team. In the case of a tie for the eighth position, all players tying for the eighth position will be selected to the team.
 - b. All the managers from their division will rank the players in the division.
 - c. The All-Star manager shall select the balance of the All-Star team from the players ranked 1-15 in the division manager's ranking.
 - (1) Picks after the players receiving the most votes (see #1 a. (1). above) must have written parent approval.
 - d. The All-Star manager's son/daughter shall be automatically selected to the All-Star Team

- e. The total number of players on the team will be thirteen (13).
2. All selections in Paragraph 1.a. shall be subject to the parents of the player making the All-Star commitment to attend all of the All-Star games and practices. In the event that one or more of the initially selected players cannot make such commitment, or is unavailable, the All-Star manager will select the necessary amount of players to reach 13, first from the players ranked 1-15 by the managers, then from the All-Star Pool.
3. No announcement of the All-Star Team shall be made (a) prior to the date provided by Little League Baseball and (b) unless authorized by the President.
4. Ballots will be handed out and collected by the Player Agent or their designee. Ballots will be sealed and counted by the Player Agent, President and respective Commissioner.

Tournament Team Player Selection for 9 Year Old Team

1. The players for the 9 year old Tournament Team will be selected as follows:
 - a. All the respective AAA division players will cast no more than 13 votes from a ballot of all eligible 9 year old players. Players do not vote for players on their own team. If there are less than 13 9 year olds playing in AAA all 9 year olds in AAA are on the team (unless they are selected to the 9-10 All Star team) and no vote is required.
 - 1) The top 13 9 year olds players receiving the most votes (not selected to the 9-10 All Star team) will be automatically selected to the 9 Year Old Tournament Team (top 12 if the Tournament Team manager's son/daughter is not in the top 13). In case of a tie for the last position a player will be selected by a random drawing of the tied players.
 - b. If there are less than 13 9 year olds playing in AAA the remainder of the team will be drawn from 9 year olds playing in AA.
 - c. All the manager from the AA division will rank the top 10-15 9 year old players in the AA division.
 - d. The players ranked highest in the AA division manager's rankings will be added to the team in order of ranking until the team has 13 players. In case of a tie for the last position a player will be selected by a random drawing of the tied players.
 - e. The Tournament teams manager's 9 year old son/daughter shall be automatically selected to the Tournament Team.
 - f. The total number of players on the team will be thirteen (13).
2. All selection in Paragraph 1 a. shall be subject to the parents of the player making the Tournament Team commitment to attend all of the Tournament team games and practices. In the event that one or more of the initially selected players cannot make such commitment, or is unavailable, the Tournament Team manager will select the necessary amount or players to reach 13, first from the AAA players in vote order then if necessary from the AA players in ranking order.
3. Ballots will be handed out and collected by the Player Agent or their designee. Ballots will be sealed and counted by the Player Agent, President, and respective Commissioner.

ALL-STAR MANAGER SELECTION FOR ALL DIVISIONS:

1. All-Star Managers shall be nominated to the President by a selection committee. The President shall then present this candidate for Board approval.
2. After being selected by the Board, the Manager of each All-Star Team shall select his/her two coaches from the pool of managers/coaches from their respective divisions. All-Star coach selections are subject to Board approval.

Junior Division Local Draft Rules

GENERAL

1. Trades will only be considered on Draft Day before leaving the draft room. All trades, whenever made, will be a player for a player and must be approved by the President and the Player Agent.
2. Each “pick” is allowed a maximum of one (1) minute. If a minute is exceeded, the manager will be skipped and relinquish the “pick” to the next manager in sequence who will be given one (1) minute. The original manager will then be given another opportunity to make a selection, not to exceed one (1) minute or face the same penalty. The original draft order will be resumed as soon as possible.

JUNIOR DIVISION

1. Each team’s draft position will be determined on the day of the draft by a blind draw prior to the commencement of the draft. Player selection will progress in a serpentine fashion (e.g. 1-8, then 8-1). The draft will be made up of two separate player “Pools” with all players returning to the level occupying Pool “A” and players new to the level occupying Pool “B”. All Pool “A” players must be drafted before Pool “B” players are eligible to be selected. Managers are not allowed to pass on a draft choice.
2. When the Pool “B” draft begins, the draft order starts over and reverses from Pool “A” round 1, regardless of which team drafted last in the Pool “A” draft.
3. Team rosters will be “balanced” at the end of round three (3) of the Pool “B” draft so that all teams will have an equal number of players. Once the balancing round is completed the serpentine draft will resume at round four (4) with the last team in the Pool “B” draft order. The balancing round will count as a draft round for the purposes of the Manager son/daughter, and /or sibling selection.
4. Any player who does not register and tryout prior to the Draft shall be ineligible to be drafted.
5. Before the Draft, the Player Agent will publish a list of all 12, 13, and 14 year olds eligible for the Draft, only those on the eligible list may be selected.
6. From the Little League Operating Manual, 14 year old child of manager will be drafted in the 3rd round, 13 year old child of manager will be drafted in the 4th round, 12 year old child of manager will be drafted in the 5th round, of the draft pool that they occupy. (e.g. Managers must draft their 13 year old Pool “B” son/daughter by the 4th round of the Pool “B” draft.)
7. If a selected player has a sibling(s) who is draft eligible, the Manager must draft the sibling(s) in the next round of the Pool draft that the sibling(s) occupies (skipping a round to draft a son/daughter may be required). Pool “A” sibling must be drafted in the next round. The Pool “B” sibling of a Pool “A” selection must be drafted in the first round of the Pool “B” draft.

Junior Division Local Playing Rules

Playing rules conform to the 2010 Official Little League Rules with the following additions:

1. **MERCY RULE:** The Little League baseball 10-run mercy rule (4.10e) will be used.
2. **MINIMUM PLAY:** The Junior Division utilizes a continuous batting order and free defensive substitution. Minimum play is 3 defensive innings. Games shortened because of time limit, the mercy rule, weather, or the number of innings missed due to leaving early may reduce a player's mandatory playing time proportionally, but not below the Little League minimum.
3. **TIME LIMIT:** Any new inning starting after the 2 ½ hour mark of a game will be declared the "last inning".
4. **PITCHING AND BASE DISTANCES:** During the first part of the season the distance from the pitching plate to home will be 54 feet and the distance between bases will be 80 feet. After the first half of the schedule is complete, those distances will be increased to 60 & 90 feet, respectively.
5. **SUBSTITUTE BATTER/RUNNER:** The last player to make an out will assume the count (batter) and shall replace a batter/runner forced to leave the game.
6. **ALL-STAR MANAGER SELECTION:**
 - a. All-Star Managers shall be nominated to the President by a selection committee. The President shall then present this candidate for Board approval.
 - b. After being selected by the Board, the Manager of each All-Star Team shall select his/her two coaches from the pool of managers/coaches from their respective divisions. All-Star coach selections are subject to Board approval.
7. **ALL STAR PLAYER SELECTION: :**
 1. The players for the All-Star Team will be selected as follows:
 - a. All the respective division players will cast no more than 12 votes from a ballot of all eligible players; players do not vote for players on their own team. The top thirty-five (35) vote getters will be in the All-Star Pool.
 - (1) The top eight (8) players receiving the most votes will be automatically selected to the All-Star team. In the case of a tie for the eighth position, all players tying for the eighth position will be selected to the team.
 - b. All the managers from their division will rank the players in the division.
 - c. The All-Star manager shall select the balance of the All-Star team from the players ranked 1-15 in the division manager's ranking.
 - (1) Picks after the players receiving the most votes (see #1 a. (1). above) must have written parent approval.

- d. The All-Star manager's son/daughter shall be automatically selected to the All-Star Team
 - e. The total number of players on the team will be twelve (12).
2. All selections in Paragraph 1.a. shall be subject to the parents of the player making the All-Star commitment to attend all of the All-Star games and practices. In the event that one or more of the initially selected players cannot make such commitment, or is unavailable, the All-Star manager will select the necessary amount of players to reach 12, first from the players ranked 1-15 by the managers, then from the All-Star Pool.
 3. No announcement of the All-Star Team shall be made (a) prior to the date provided by Little League Baseball and (b) unless authorized by the President.
 4. Ballots will be handed out and collected by the Player Agent or their designee. Ballots will be sealed and counted by the Player Agent, President and respective Commissioner.