

ALVIN LITTLE LEAGUE BYLAWS

Bylaw I - The League

1. The Alvin Little League Baseball, Incorporated shall hereafter be referred to as Alvin Little League or ALLB.
2. All amendments to the Bylaws, rules or policies of Alvin Little League must be passed by a two-thirds majority of the Board of Directors. Amendments must be presented to all members of the Board of Directors in writing at least 7 days prior to a vote.
3. The official organizational rules and regulations shall be those official rules of the National and State affiliate, in addition to these stated in the Bylaws of Alvin Little League.
4. The Alvin Little League shall be organized into the following leagues for the purpose of providing a system in which youth of proper league age may play organized baseball.
 - A. Major League may contain up to ten teams with intra-league play determined by the Board of Directors. (See Bylaw IV-1)
 - B. Minor League will consist of one league with intra-league play determined by the Board of Directors. (See Bylaw IV-2)
 - C. Peewee League will contain one league with intra-league play determined by the Board of Directors. (See Bylaw IV-3)
 - D. Tee Ball League will contain one league with intra-league play determined by the Board of Directors. (See Bylaw IV-4)
 - E. The Junior League will contain one league with intra-league play determined by the Board of Directors (See Bylaw IV-5)

Bylaw II - League Boundaries

1. Any boy or girl living in the Alvin Independent School District, who is between the ages 5 and 14 on or before April 30 of the year in which the season is being played, will be eligible to participate in ALLB.
2. Little League Regulations II and IV (d) govern a player's resident eligibility.
3. Any member of the Board of Directors may request a player's proof of residency, for any reason.

Bylaw III - The Teams

1. Teams will be formed in each league according to the registration prior to the draft. There shall be up to ten teams in the Major League. Due to field availability, there shall be a maximum of 20 teams in the Peewee League, and 16 teams in the Tee Ball League. Major League teams shall consist of 12 players. The Board of Directors will set the size of all Minor league teams (Minor, Peewee and Tee Ball) following registration.
2. At no time shall a team have on its roster more than 8 players of any age group. Refer to Little League Regulation III.
3. When a Major League team lose a player during the season for the following reasons:
 - A. The player moves outside the boundaries of ALLB as defined in Bylaw II and can not commute to games and practices.
 - B. The player is injured and will not be able to return to play within a reasonable length of time as determined by the Board of Directors.
 - C. The player, for personal reasons, decides to terminate their association with the team and ALLB.
 - D. Any other justifiable reasons reviewed and approved by the Board of Directors. That player will be replaced by an eligible player from the minor league. If the loss of a player occurs during the last two weeks of the scheduled season of league play, then no replacement will be approved. The playing ability of a player is not a justifiable reason for replacement. Refer to Little League Regulation III (d).
4. The manager of the team with an injured or lost player, under any circumstances, shall promptly advise the player agent. The player agent shall advise the president and the Board of Directors. If the loss of a player is approved, creating an opening on the team's roster, the player will be replaced by an eligible player from the minor league.
5. When a vacancy is approved, the player agent will provide the team manager with a list of eligible players. The manager will then have three calendar days to select three players in order of preference. This list must be presented to the player agent in writing. The player agent will then make the draft offer to the first player on the list. That player has 24 hours to accept or reject the offer. If the first player rejects the offer, the same offer will be made to the next player on the list, etc. until a player accepts.
6. The replacement player, once chosen, becomes a permanent member of the team.

7. Eligible players in the Minor League (see Bylaw IV-2) are subject to selection, by draft, by any Major League team. Refusal of a player to accept a draft option shall result in the forfeiture of further eligibility in the Major League for the current season.
8. In the event of an approved opening on a Major League team all contact with potential draft candidates in the Minor League must be made through the player agent. At no time should a manager, coach or other member of any team contact potential replacement players concerning the matter of being drafted to a Major League team. Violation of this rule will result in disciplinary action by the Board of Directors, including the possible dismissal of the manager or coaches involved.
9. In the event that a Minor, Pee wee or Tee Ball League team loses a player due to illness, injury, change of address, or another justifiable reason, the player agent may place a player from the "waiting list", if one exists, to maintain a full team roster. The playing ability of a player is not a justifiable reason for replacement. Refer to Little League Regulation III (d).
10. In the event that a Minor, Pee wee or Tee Ball League team loses a player due to illness, injury, change of address, or another justifiable reason, and no "waiting list" exists, the player agent, with the approval of the Board of Directors, may transfer a player within the league to provide a sufficient team roster. The playing ability of a player is not a justifiable reason for replacement. Refer to LL Regulation III (d).

Bylaw IV - Players

1. The Major League shall consist of players between the league age of 11 and 12. Upon completion of the draft, there must be no more than eight eligible players of any age group on each Major League team as outlined in Bylaw III-2. An eligible player is one who is already on a major League roster or one who has attended one of the Major League tryout sessions.
2. The minor league organization shall consist of players between league ages 9, 10 and 11 who were not drafted into the Major League, or were not eligible to be drafted into the Major League.
3. The Peewee League shall consist of players whose league ages are seven and eight.
4. The Tee Ball League shall consist of players whose league ages are five and six.
5. The Junior League shall consist of players whose league ages are 13 and 14.
6. Every eligible player on an ALLB team roster, and present for a scheduled game, must participate in the game for a minimum of six defensive outs and one at bat.

PENALTY: The player(s) involved shall start the next scheduled game and play no less than the mandatory playing time limit for both games, 12 consecutive outs and 2 at bats. Compliance with this rule will be waived in the event a game ends with fewer than four complete innings played. Note: If violation of this rule is determined to be intentional or repeated violations occur, disciplinary action will be taken by the Board of Directors against the manager involved. However, forfeiture of a game may not be involved. Refer to Little League regulation IV (1). If any player does not receive the required playing time due to the 10-run rule, after 3 and a half innings with the home team ahead, the player shall start the next game. The player will finish any requirements of playing time in the previous game plus the required playing time for the current game before being substituted.

7. An eligible player for participating in a scheduled game is defined as a player who is in good standing with the league, regularly attends practice sessions, and is not absent, injured or ruled ineligible due to disciplinary reasons. The question of attendance will be determined by the manager and league director. Any disciplinary action will be pursuant to Bylaw VIII-2.
8. Any player may enter or re-enter the game on defense at any time provided all players play for 6 defensive outs. A pitcher may not re-enter the game as a pitcher.

Bylaw V - Games

1. For all major and minor league games a time limit of 1 hour and 40 minutes will be in effect. No new inning may start after this time has been reached, but the inning in progress shall be completed with the following exceptions. It is understood that an inning begins immediately after the third out is made in the preceding inning. No game shall last more than two hours or continue past 10:30 p.m. Under no circumstance may a new inning start after 10:00 p.m. In these situations, when the game is called because of time, and the game is classified as an "official game", the score of the game shall revert back to the last complete inning with the following exceptions:
 - A. The home team is leading during their half of the inning in progress when time is called. In this case the home team wins the game.
 - B. The home team ties the game in their half if the inning in progress when time is called after being behind in the previous complete inning. In this case the game ends in a tie, with each team credited with a half game win and a half game loss in the standings.
 - C. If the need to revert to the last complete inning results in a tie, then each team shall be credited with a half game win and a half game loss in the standings.
2. For all Peewee League games a time limit of 1 hour and 20 minutes will be in effect. No new inning may start after this time has been reached but the inning in progress shall be completed with the following exceptions. No game shall last more than 1 hour and 40 minutes or continue past 10:30 p.m. Under no circumstance may a new inning start after 10:00 p.m.
3. For all Tee Ball League games a time limit of 1 hour and 10 minutes will be in effect. No new inning may start after this time has been reached but the inning in progress shall be completed with the following exceptions. No game shall last more than 1 hour and 25 minutes.
4. The official scorekeeper will be responsible for the game clock (not the umpires). The umpire may request the clock be stopped and/or request additional time be added to the clock due to a significant delay due to an injury, weather conditions or other justifiable reason. Time spent between managers and coaches with the umpire during the game to discuss calls is not a justifiable reason. The official scorekeeper will also be responsible for recording the official "pitch count" at the end of each half inning. (The field umpire may be responsible for obtaining the pitch count and reporting it to the official score keeper)

5. All Major and minor league games, in the case of a tie score at the end of regulation six innings may play one additional inning to break the tie score. The extra inning must be completed within the normal time limits established in Bylaw V-1. The score will revert back to the last complete inning and remain a tie game. If the extra inning cannot be completed within the normal time limits the score will revert back to the last complete inning and remain a tie game unless the home team is ahead during their half of the extra inning. In this case the score at the end of the time limit stands.
6. For all leagues except PeeWee and Tee Ball, if a game is called before four innings have been completed for any reason, it shall resume exactly where it left off. Note: All records, including pitching shall be counted. (See Little League rule 4.1)
7. The league President or his/her appointed representative will reschedule rain-out games for the first available day. Sunday make-up games will be allowed between 1:00 and 6:00 p.m. Every effort should be made to reach an agreement between the managers of both teams prior to scheduling a Sunday game.
8. Prior to the start of a game, the League Director or his representative may postpone the game due to unsuitable weather conditions or unfit playing conditions. Once the managers of both teams arrive, and the game has not been previously postponed, they may, if agreed, decide to either play or postpone the game. In the event of a disagreement concerning weather or field playing conditions, the League Director or his representative will make the final decision.
9. Once a game has started, the umpire in charge shall be the sole judge as to whether play shall be suspended during a game due to weather conditions or unfit playing conditions. The umpire in charge shall be the sole judge as to when play will resume after a game suspension and when the game shall be terminated after such suspension. (Refer to Little League rule 3.1 0b) For PeeWee and Tee Ball leagues these decisions will be made by the League Director or his representative.
10. The 10 run rule shall apply to all Major and Minor League games when the requirements for an "official game" have been satisfied, or at the discretion of the umpire to call the game under Little League rule 4.1 0(a) and 4.1 1(d). For example, when one team is 10 runs ahead of the opposing team after four innings of play, or in the case of the home team being ahead by 10 runs after the visiting team has batted in the 4th inning.

11. The Minor, Peevee and Tee Ball Leagues batting order must consist of the roster of the players attending the game. The batting order may not be changed after the start of the game except if a player shows up late and the team has not batted through its batting order for the first time, the player may be inserted at the end of the batting order.
12. The Major league may opt to use a roster batting order and free substitution on defense OR may opt to bat 9 and follow the rules for legal substitution. In any event, every eligible player on an ALLB team roster, and present for a scheduled game, must participate in the game for a minimum of six defensive outs and one at bat. (See bylaw IV-6)
13. For the Tee Ball and Peevee Leagues, a team's at bat in an inning is complete when either 5 runs are scored or three outs are recorded.
14. In the Peevee and Tee Ball Leagues no official standings will be kept during the season.

Bylaw VI - Pitchers

1. Any player on a team may pitch with the following exceptions: A player who has attained the league age of 12 is not eligible to pitch in the minor League organization. A minor League team that utilizes 11-year old pitchers is limited to one inning per game or the league may elect not to allow 11 year olds to pitch at the beginning of the season.
2. If a pitcher hits two batters in an inning he will be warned along with his manager. Upon hitting the third batter in an inning the pitcher shall immediately be removed as a pitcher. If the pitcher hits 4 batters in a game he shall immediately be removed as a pitcher.
3. Refer to regulation VI in the Little League rule book for a pitching schedule as determined by the number of pitches.
4. Intentional walks are allowed in the Major League as described under rule 4.03 (a) of the Official Regulations and Playing Rules.

Bylaw VII - Batters

1. All minor leagues will use a continuous batting order with free defensive substitutions.
2. Major league teams may elect to bat nine with proper substitution or bat the roster with free defensive substitution. Each manager must declare before each game which method he will use.

Bylaw VIII - Managers

1. Managers are responsible for any action their team or fans take during the game.
2. Managers or coaches may not participate in any Little League activity while under the influence of drugs, alcohol or any other intoxicating substances. The umpire and a member of the Board of Directors will make the decision of sobriety.
3. Major League managers will be selected following a formal interview with the Board of Directors. The Board of Directors will review and approve the final selection of all managers and head coaches of all leagues. All managers and head coaches are required to submit a signed application form prior to being approved by the Board of Directors.
4. All managers and head coaches automatically resign at the end of the regular season and must reapply for the position the following year. In the event a manager does not reapply for a managerial position, the team's previous year's coach will have first consideration, if he or she applies to manage the team for the up coming season. This does not guarantee the head coach or anyone, including the manager, will be allowed to manage the team for the up coming season.
5. Coaching clinics may be scheduled at the discretion of the Board of Directors. All managers and head coaches are encouraged to attend.
6. All managers and head coaches must remain in the dugout during the play of the game (except when acting as base coaches). If during play a manager or coach exits the dugout, the umpire will immediately halt play by calling time. The proper approach for a coach or manager is to ask for time to be called prior to leaving the dugout. At Schroeder field the fenced on deck area is considered part of the dugout.

Bylaw IX - Disciplinary Action

1. Any disciplinary action taken against a coach or manager will be made by the Disciplinary Action Committee appointed by the Board of Directors. If a conflict of interest arises or the Disciplinary Action Committee can not agree then the Board of Directors shall act.

2. Any coach or manager, who is ejected from a game or determined to behave in a manner of serious misconduct, will be automatically suspended for their team's next two games. A suspension should be considered the same as an ejection in that the suspended coach or manager may not be on or in the immediate vicinity of the field where the game is being held and may not sit in the stands. Generally this should be interpreted to mean the manager or coach should not be on Schroeder Field or Lyons Park property while the game is in progress.

A second offense will result in the suspension of the manager or coach for an indefinite time pending a review by the Disciplinary Action Committee and reinstatement by the Board of Directors. The second offense should be considered a very serious matter and removal of the offender from their position will be considered.

3. Any disciplinary action taken against a player by the manager or coach will be done only with the approval of the league president and player agent. The manager is required to warn the player and his/her parents prior to seeking disciplinary action by the president and player agent. Written records of discussions concerning disciplinary issues must be kept. Refer to the Board of Directors approved Player's Disciplinary Policy.
4. Any special team rules in addition to those in the approved Player's Disciplinary Policy that a manager wishes to use must be approved by the Board of Directors and issued in writing to the parents prior to placing the rule into effect.
5. Any member of the Board of Directors may ask a player, manager, coach, parent, umpire, or spectator on Little League property to immediately leave the premises, should the situation warrant such action.
6. Repeated violations of any rule by a manager, coach, player or spectator will be forwarded to the Board of Directors for action. Disciplinary action shall be handled according to the severity of the infraction and not limited to full and complete termination of membership association with Alvin Little League Baseball, Inc.

Bylaw X - Umpires

1. The Board of Directors shall be responsible for providing umpires either by assigning paid umpires, volunteer umpires, or requiring A.L.L.B. teams to provide umpires as designated by the League Director.
2. An umpire's decision, which involves judgment, is final. No protest of a judgment call will be considered.
3. Each umpire has the authority to eject any player, coach or manager from the playing field and/or premises for objecting to an umpire's decision in an

inappropriate manner, including unsportsmanlike conduct or abusive language.

4. No protests of any kind will be heard in a Tee Ball or Peewee League game.
5. The local league will attempt to provide 2 umpires per game for Minor and Major League games. If for some reason there are not enough umpires for each league to have 2 umpires per game, then the highest age league will be re-assigned 2 umpires. The Major League games will have priority over Minor League games. A parent can be the base umpire in any league.
6. The league may elect to provide 1 umpire for Peewee and Tee Ball games. If an official umpire is not available then the offensive base coaches shall act as umpires for Peewee and Tee Ball games.

Bylaw XI - Field Maintenance

Each team is required to attend scheduled "Work Days" at their league's playing field upon the request of the league director. One adult representing each team must attend a work day to comply with this. It is suggested that this duty be rotated among the parents of the players so as not to burden the manager and coach with this responsibility solely. Failure to comply with this rule will result in disciplinary action against the manager and head coach including a one game suspension and consideration for future manager or coaching positions. Team members are encouraged to help on work days by maintaining and cleaning the fields that they play on.

Bylaw XII - Concession Stands

Concession stands at Schroeder Field are under the operation of ALLB Board of Directors. The Board of Directors may elect to operate the concession stands using a volunteer or paid coordinator and workforce or lease the operation on a sealed bid basis. In the event that the Board of Directors elects to lease the operation the best bid will be awarded the lease for the forthcoming season unless special circumstances arise or the bids do not meet the minimum requirements.

Bylaw XIII - Scorekeeping and Announcing

1. Unless a paid scorekeeper is hired by ALLB, the home team will provide an official scorekeeper. The visiting team will provide a monitor/announcer for the game. Both of these individuals must be of 16 years of age. Failure to provide a scorekeeper or monitor/announcer may result in disciplinary action against the managers and coaches including a one game suspension. If a paid official scorekeeper is hired, the visiting team will still provide the monitor/announcer.
2. The Board of Directors will schedule scorekeeping clinics. Each ALLB team is required to send at least one person to this clinic. Other interested individuals are encouraged to attend. Failure of a team representative to

attend the scorekeeping clinic may result in disciplinary action against the manager and head coach including a one game suspension and consideration for future manager or coaching positions.

Bylaw XIV - Game Preparation and Clean-up

Both teams will work together to see that the playing field is ready to begin play, and cleaned up following the game. As a guideline the following assignments have been made; however, both teams should assist each other to perform the activities necessary regardless of the assignments. Pre game activities shall be completed 10 minutes prior to the start of the first scheduled game. The Board of Directors will send game schedules to the City of Alvin to arrange for lighting.

- A. The home team will perform the following assignments:
 - 1. Put out the bases
 - 2. Mark the field and perform any necessary field maintenance.
 - 3. Raise the American Flag (Schroeder Field)
 - 4. Install their team's communication equipment to the scorekeeper
 - 5. Clean out their dugout and bleacher area after the game
 - 6. Sign the scorebook after the game
 - 7. Lock up the equipment shed, dugouts and press box as necessary.
 - 8. Provide an official scorekeeper.

- B. The visiting team will perform the following assignments:
 - 1. Put up the bases
 - 2. Rake and water the field after the game.
 - 3. Lower the American Flag after the game (Schroeder Field)
 - 4. Install their team's communication equipment to the scorekeeper
 - 5. Clean out their dugout and bleacher area after the game
 - 6. Sign the scorebook after the game
 - 7. Lock up the equipment shed, dugouts and press box as necessary.
 - 8. Provide a monitor/announcer to assist the scorekeeper.

Bylaw XV - Player Draft

- 1. Major League & Jr League - In order for a player to be eligible for the draft, they must participate in a scheduled tryout. Those players who do not attend a tryout will be assigned a team or league by the Player Agent. If a child is unable to try out, they must provide a written excuse to the Board of Directors for approval. Those players who attend a tryout, but are not drafted to a Major League team will be added to the Minor League draft.

The selection of players will be by a "snake" rotation system. The drafting order of the teams will be decided by the team's league standings from the previous season. The last place team will draft first and the first place team will draft last. This draft order will remain in effect throughout the draft. In

the event of a tie in the standings, head-to-head competition will first be used and the runs scored for and against in head-to-head competition will be used. At last resort a coin flip will be used. First time Major League managers will be assigned their team in a random fashion such as placing all of the available team names in a hat and drawn by the managers themselves.

In the Major League draft any team that is required to draft eight or more players will receive a bonus pick at the end of the fourth round of the draft. These bonus picks must occur prior to the start of the fifth round and will occur in the same order as the original draft round.

2. Minor League - In order for players to be eligible for the Minor League draft, they must participate in a scheduled tryout. Those players who do not attend a tryout are ineligible to be drafted but may be assigned to a team. If a child is unable to try out, they must provide a written excuse to the Board of Directors for approval.

The selection of players will be by a "snake" rotation system. Managers will draw lots in a random fashion to determine the draft order and team assignments. The draft order will be in the order of the draft number chosen in the first round and reversed in the second round. The subsequent rounds will repeat this sequence until all players who have attended tryouts have been drafted.

3. Peewee League - No tryouts will be held for this league. All players who have registered and are of league age are eligible for the Peewee League draft. The selection of players will be chosen at random by drawing out of a hat. Manager and head coach options will be the only players predetermined before the draft. Carpool options will be stapled together and included in the random drawing from the hat rounds. There will be no trading of players between teams unless approved by the board of directors.
4. Tee Ball League - No tryouts will be held for this league. All players who have registered and are of league age are eligible for the Tee Ball League draft. The selection of players will be chosen at random by drawing out of a hat. Manager and head coach options will be the only players predetermined before the draft. Carpool options will be stapled together and included in the random drawing from the hat rounds. There will be no trading of players between teams unless approved by the board of directors.
5. Protected Players

Major League & Jr League- Sons, daughters and grandchildren of approved managers are protected players and must be taken in the second round for each age group.

Minor League - Sons, daughters and grandchildren of approved managers are protected players and must be taken in the first round of the draft. Sons, daughters and grandchildren of approved head coaches are protected players and must be taken in the second round of the draft.

Peewee and Tee Ball Leagues - The selection of players will be chosen at random by drawing out of a hat, excluding manager and head coach options.

6. Only the following personnel are allowed to be present during the draft process:

Major League & Jr. League- Members of the Board of Directors, approved managers for the present season, and any returning head coach who was with a major league team the previous season. Any exception to this rule must be approved by the Player agent and League President.

Minor League - Members of the Board of Directors, approved managers, and approved head coaches. Any exception to this rule must be approved by the Player agent and League President.

Peewee and Tee Ball Leagues - Members of the Board of Directors, approved managers, and approved head coaches. Any exception to this rule must be approved by the Player agent and League President.

7. Major League Expansion Draft.

If there is an expansion in the number of teams in the major League, then the guidelines present in the Little League Organizational book should be used by the league to plan the drafting procedure.

Bylaw XVI - Trading and Releasing Players

1. Trading of newly drafted players will be allowed immediately following the draft with the approval of the player agent and both managers. All trades must be completed at this time before anyone leaves the facility. After this time no further trades will be allowed unless approved by the Board of Directors and player agent.
2. Once a player has been drafted and played in one game for a Major League team he is considered a permanent member of that team until he is no longer of league age or obtains a written release from the Board of Directors for the following reasons:
 - A. The player moves outside the boundary of ALLB as defined in Bylaw II.
 - B. The player, for personal reasons, decides to terminate their association

with the team and ALLB.

C. Any other justifiable reason reviewed and approved by the Board of Directors. The playing ability of a player is not a justifiable reason for replacement. Refer to Little League regulation III (d). All other players within ALLB are automatically released from their teams at the end of the current season.

3. When a parent has been approved as a Major League manager for a team in the upcoming season and has a child who is a returning player on another Major League team, he may not automatically claim the child, but may trade for them at the proper time.

Bylaw XVII - All-Star Manager Selection

1. Major League 11 & 12 year old all-star teams - Any Major League manager or head coach in ALLB and in good standing shall be eligible for the position of managing an all-star team. Interested candidates for these positions shall notify the League Director in writing no later than the deadline set forth by the Board of Directors (around May 15th). Notification shall specify which team the candidate is interested in managing. Only those managers and head coaches who have not received any disciplinary action against them are eligible. The all-star manager shall be selected by Board of Directors by way of a private, written vote. Selected managers must submit their coaching staff to the Board of Directors for their approval prior to the beginning of practice.
2. Minor League 9 & 10 Year Old All-Star Teams - Any Minor League manager or head coach in ALLB and in good standing shall be eligible for the position of managing an all-star team. Interested candidates for these positions shall notify the League Director in writing no later than the deadline set forth by the Board of Directors (around May 15th). Notification shall specify which team the candidate is interested in managing. Only those managers and head coaches who have not received any disciplinary action against them are eligible. The all-star manager shall be selected by Board of Directors by way of a private, written vote. Selected managers must submit their coaching staff to the Board of Directors for their approval prior to the beginning of practice.
3. For all-star teams other than these, such as 9 and 11 year old teams, any Major, Minor, or Texas League manager or head coach in good standing shall be eligible for the position of managing an all-star team. Interested candidates for these positions shall notify the League Director in writing no later than the deadline set forth by the Board of Directors (around May 15th). Notification shall specify which team the candidate is interested in managing. Only those managers and head coaches who have not received any disciplinary action against them are eligible. The all-star manager shall be selected by Board of Directors by way of a private, written vote. Selected managers must submit their coaching staff to the Board of Directors for their

approval prior to the beginning of practice.

Bylaw XVIII - All-Star Player Selection

1. All players in good standing are eligible for their respective age group all-star teams. Players who are selected to participate in the program are expected to attend all practice sessions and games unless they have received permission from the manager for a valid reason such as illness, injury, or family crisis. Once a child is chosen for the all-star team one of their parents or a guardian will be asked to sign a commitment form indicating their understanding and agreement with the commitment. A child who can not meet this commitment because of repeated absences may be removed from the team at the request of the manager, with the Board of Directors approval.

2. At the Major League level, all 11 & 12 year old players who have played in no less than fifty percent of their regular season scheduled games are eligible. For each team, players are voted on by the players, head coaches and managers of that league. The player's votes will count as one vote per player selected, the head coach's vote will count as four votes per player selected and the manager's votes will count as eight votes per player selected. All head coaches must be present to vote or votes from the head coach group will not be counted; thus leaving the manager's and player's votes the only votes tallied by the Player Agent and ALLB President. In this system, players and coaches have approximate equality when selecting the all-star team. Players, head coaches and managers may not vote for members of their own teams. The Player Agent and President of ALLB shall tally the vote. The top ten players with the most votes are members of the all-star team. When the all-star manager is selected, he will then be allowed to pick 2 players from the remaining eligible players in his league to be placed on the team. The all-star manager may have access to the vote tallies from the league to assist them in filling their two selections. In the case of a tie vote for the tenth position, the all-star manager will select both players for the team and will then be given one selection to complete his all-star team.

3. For the 9 & 10 year old all-star teams, all players in good standing in the Minor and Texas Leagues, who have played in no less than fifty percent of their regular season scheduled games are eligible. Players are voted on by the head coaches and managers in these leagues. The head coach's votes will count as five votes per player and the manager's votes will count as ten votes per player. All head coaches must be present to vote or votes from the head coach group will not be counted; thus leaving the manager's votes the only votes tallied by the Player Agent and ALLB President. The Player Agent and President of ALLB shall tally the vote.

The top ten players with the most votes are members of the all-star team. When the all-star manager is selected, he will then be allowed to pick 2

players from the remaining eligible players in his league to be placed on the team. The all-star manager may have access to the vote tallies from the league to assist them in filling their two selections. In the case of a tie vote for the tenth position on the team, the all-star manager will select both players for the team and will then be given one selection to complete his all-star team.

4. For all-star teams other than these, such as 11 or 9 year old all-star teams, the all-star manager shall select the members of the team from a list of all eligible candidates. The Player Agent and Secretary will compile the player pool list from which the all-star manager may choose. The manager is encouraged to gather input from the league manager and coaches when selecting the twelve members of the team.

Bylaw XVIV - Practice

1. The Board of Directors shall set the date at which league practice may begin.
2. The following time limits for league practice are to be followed by all managers and coaches. Special events such as team parties, picture day, parent meetings, etc. are not to be considered as a practice session. While these guidelines set a maximum amount of practice, there is an implied minimum amount of practice time every coach should try to achieve. The managers and coaches have the obligation to practice enough so that the players will improve their abilities as players.
 - A. Tee Ball - Prior to opening day games there is a maximum of 6 hours of practice per week with a practice session lasting no more than 1 and 1/2 hours. During the regular season a maximum of 3 hours of practice per week with a practice session lasting no more than 1 and 1/2 hours.
 - B. Peewee - Prior to opening day games there is a maximum of 6 hours of practice per week with a practice session lasting no more than 1 and 1/2 hours. During the regular season a maximum of 3 hours of practice per week with a practice session lasting no more than 1 and 1/2 hours.
 - C. Minor League - Prior to opening day games there is a maximum of 8 hours of practice per week with a practice session lasting no more than 2 hours. During the regular season a maximum of 4 hours of practice per week with a practice session lasting no more than 2 hours.
 - D. Major League - Prior to opening day games there is a maximum of 8 hours of practice per week with a practice session lasting no more than 2 hours. During the regular season a maximum of 4 hours of practice per week with a practice session lasting no more than 2 hours.

3. Weekend Practice sessions may be held but must be strictly optional and without any disciplinary consequences for lack of attendance. Practice sessions on Sunday should be avoided.
4. Practice sessions over spring break may be held but must be strictly optional and without any disciplinary consequences for lack of attendance. Practice session on other generally accepted holidays should be avoided. No practice sessions, optional or otherwise, are to be held during the week of TAAS.

Bylaw XX – Rules

1. The Little League Rules as specified in the current Little League Rule Book shall be followed with the following local rule options.
2. Safety Rule: During regular season play, a batter may not attempt to bunt the ball, then pull back and take a full swing.
3. A coach may warm up the pitcher between innings if the catcher had been at bat or on base in the previous half inning. (At the discretion of the plate umpire)
4. Pee Wee Rules: (Coach Pitch)
 - A- At the start of a new play: The pitcher must have possession of the ball. However, if the batter missed the ball or the ball is hit foul, the ball does not have to be returned to the pitcher for the start of the new play. The umpire will retrieve the ball on these occasions. The pitcher will HAND the ball to the Pitching Coach after receiving it from the catcher. The ball can be thrown back to the pitching coach from the catcher to speed up the game.
 - B- The pitcher must remain with one (1) foot inside the pitching circle until the ball leaves the pitching coach.
 - C- Failure to comply with rule XX B will award the batter first base or wherever he/she reached safely on his/her own, whichever is greater. The umpires will monitor the pitcher for this. However, if the pitcher is in violation of rule B, and the batter has put the ball into play, the umpires will allow the play to complete. If the batter has reached first base or possibly further, the umpire will issue a warning to the pitcher and respective manager. If the batter has not put the ball in play, was put out at first base, or flied out, the batter will be awarded first base, ONLY if the pitcher has contacted the ball during the play.
 - D- Base runners forced to the next base as a result of rule XX C will be awarded that base.
 - E- If a batted ball hits the pitching coach, the ball is dead. The batter is awarded 1st base and all runners will be awarded one base only.

- F- The batter will be allowed six (6) pitches or three (3) strikes to hit a fair ball. The pitching coach (umpire) will call strikes when swung at and shall keep count of the number of pitches a batter receives. The batter shall be declared out after failing to hit a fair ball after 6 pitches or 3 swings, unless the 6th pitch is a foul ball. He/she will then be allowed to continue to foul the ball off or until he/she either hits a fair ball or strikes out.
- G- Base runners may tag up and run at their own risk after a fly ball has been caught provided that it is not the third out or that the play has been called dead by the umpire.
- H- No runner may advance on a passed ball by the catcher. No runners may advance on an overthrow to the pitcher/pitching coach by the catcher.
- I- A base runner must keep a least one (1) foot on the base until the ball is hit. The umpire will monitor runners and will have the runner return to the base unless the runner is pushed by the batter. The runner will only be able to advance to the next base past the batter.
- J- A base runner is out when he/she passes the preceding runner prior to that runner being put out.
- K- Any and all runners may advance on an overthrown ball until the lead runner is stopped or play is called dead. If the ball leaves the field of play (field of play is defined as the imaginary lines achieved by the extension of the protective fences along the first base and third base lines) they can only advance one base at no risk.
- L- A play is dead when the lead runner has been stopped on base. This can be accomplished at the base in front of the lead runner or in the base line in front of the lead runner. At that time the ball is returned to the pitcher who in turn, hands it to the pitching coach. No runner may advance on a overthrow to the pitcher after the play has been called dead or the runners have stopped on base.
- M- The player must have full control of the ball before the play can be called dead. A play cannot be called dead if the lead runner is more than half way to the next base. In this case the runner may continue to advance to next base until the runner is stopped.

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