



Local League Rules
Spring 2023

Bylaw I – The League

1. Alvin Little League Baseball shall hereafter be referred to as ALLB.
2. All amendments to the Bylaws, rules, or policies of Alvin Little League must be passed by a two-thirds majority of the present Board of Directors. Amendments must be presented to all members of the Board of Directors in writing at least 7 days before a vote.
3. The official organizational rules and regulations shall be those official rules of the National and State affiliate, in addition to those stated in the Bylaws of Alvin Little League. Please refer to Little League International Operations Manual or Official Rule Book, if not outlined in ALLB By-Laws or Constitution.
4. The Alvin Little League shall be organized into the following leagues to provide a system in which youth of proper league age may play organized baseball.
 - a. Major League will consist of one league 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 (Minor League Coach Pitch) will consist of one league with intra-league play determined by the Board of Directors. (See Bylaw IV-3)
 - d. Tee Ball League will consist of one league with intra-league play determined by the Board of Directors. (See Bylaw IV-4)
 - e. Junior Tee Ball League will consist of one league with intra-league play determined by the Board of Directors. (See Bylaw IV-5)
 - f. The Junior/Senior League will consist of one league with intra-league play determined by the Board of Directors (See Bylaw IV-6)

Bylaw II – League Boundaries

1. Any boy or girl living in the Alvin Independent School District, who is between the ages 3 and 16 on or before August 31st of the year in which the season is being played, will be eligible to participate in ALLB. The player must be 3 years of age by August 1st. Consult Little League Regulations II and IV for specifics that govern a player's residence and age eligibility.
2. 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 before 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, Tee Ball, and Jr. T-Ball) following registration.

2. At no time shall a team have on its roster more than 8 players of any age group.
3. For more specifics on 'Teams', refer to Little League Regulation III.

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 the Major League tryout sessions. Players league age 10 are eligible to play Majors if they have played at least one year as a Minor league player, completed Major league tryouts, and notify the Player Agent before Major league tryouts. The transfer to the Major league is also subject to the availability of roster space and dependent on being drafted by a Major team, with eligible vacancies. All 12-year-old players are required to play on a Major league team unless approved by the Board and by the District Administrator.
2. The minor league organization shall consist of players between league ages 9 and 10. Players league age 8 are eligible to play in the Minor league if they have played at least one year as a Peewee league player, completed Minor league tryouts, and notify the Player Agent before Minor league tryouts. The transfer to the Minor league is also subject to the availability of roster space and is dependent on being drafted by a Minor league team with eligible vacancies.
3. The Peewee League shall consist of players whose league ages are 7 and 8. Players league age 6 are eligible to play in the Peewee league if they have played at least one year of T-ball.
4. The Tee Ball League shall consist of players whose league ages are 5 and 6.
5. The Junior Tee Ball League shall consist of players whose league ages 3 and 4.
6. The Junior/Senior League shall consist of players whose league ages are 13 and 16.
7. The Challenger League shall consist of players whose league ages are 6 to 22 with special needs.
8. For more specifics on 'Players', refer to Little League Regulation IV.

Bylaw V – Games

1. Before the start of any league game, all players must be in uniform with their shirts tucked in. The game clock will not start for Peewee, Minors, and Majors until the players have said the little league little players oath.
2. 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 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 of 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.
3. 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.
4. 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.
5. **The umpire will be responsible for the game clock.** 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 reasons. Time spent between managers and coaches with the umpire during the game to discuss calls is not a justifiable reason.
6. **The Home Team** is the official scorekeeper and recorder of game time. The home team will record the start and end time of the game in the scorebook.
7. **The Away Team** will 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 scorekeeper)
 - a. When keeping the official pitch count during a game, the box representing the first pitch to each batter shall be shaded in. Each consecutive pitch to that batter shall be marked with a diagonal line through the box.
 - b. It is the Managers responsibility to inform the pitch count recorder and/or the scorekeeper if a pitcher is being removed from the mound. The Manager is also responsible for giving the next pitcher's information to the pitch count recorder and/or the scorekeeper.
 - c. Both Managers, one from each team, must sign all forms, in pen, in the designated signature areas immediately upon completion of the game. Every official pitch count log and eligibility log must be turned in immediately once signatures have been obtained.

NOTE: The Pitcher Eligibility Log must also be maintained and run concurrently. *EX: Each page must be filled out before starting a new page. In other words, the pages need to run page 1, page 2, page 3, and not start a new date each game.*

PENALTY: If the pitch count log and the scorebook are not signed and turned in, the team whether the visitor or home team will forfeit that game. Scorebook is kept by the home team and the pitch count is kept by visiting team.

8. 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 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 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.
9. 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)*

10. 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 before scheduling a Sunday game.
11. Before 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.
12. 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 3.10 (b)) For Peeewe and Tee Ball leagues, these decisions will be made by the League Director or his representative.
13. 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 rules 4.10 (a) and 4.10 (b). *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.*
14. The Minor, Pewee, 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.
15. 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)
16. For the Tee Ball and Peeewe Leagues, a team's at-bat in an inning is complete when either 5 runs are scored, or three outs are recorded.
17. In the Major League, there is no inning-run rule. In the Minor League, there is a 5 run per inning for the first 3 innings, at the beginning of the 4th inning there is not an inning run rule. In the Peeewe, T-ball, and Jr. T-ball Leagues, there is a 5 run per inning for all innings in the game.

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 four 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.

5. Any part of the pitcher's undershirt or T-shirt exposed to view shall be of a solid color. The pitcher's undershirt sleeves if exposed shall not be white or gray. Neoprene, etc. sleeves if worn by a pitcher must be covered by an undershirt. Note: A pitcher shall not wear any items on his/her hands, wrist, or arms that may be distracting to the batter.

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 the start of the season (and should remain for the season) which method he will use. This is not a game time decision.

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. All managers, head coaches, and assistant head coaches are responsible for learning the official Little League Rules and ALLB bylaws.
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 upcoming season. This does not guarantee the head coach or anyone, including the manager, will be allowed to manage the team for the upcoming season.
5. Coaching clinics may be scheduled at the discretion of the Board of Directors. All managers and head coaches are required 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 cannot agree or if no Committee is formed, 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 a played game and must immediately leave the field and park. 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 Lions Park property while the game is in progress.

3. 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 or Board of Directors 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.
4. 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.
5. 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.
6. 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.
7. 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 ALLB 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 fan, 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 two (2) umpires per game for Minor and Major League games. If for some reason there are not enough umpires for each league to have two (2) umpires per game, then the highest age league will be re-assigned two (2) umpires. The Major League games will have priority over Minor League games. A volunteer (that has had a background check processed) can be the base umpire for any division except if they are associated with that division. Ex: You cannot umpire in the division your child plays in.
6. The league may elect to provide one umpire for Peewee and Tee Ball Spring games. If an official umpire is not available, then a board member not associated with the division playing in that game will umpire that game except in fall ball.

Bylaw XI – Field Maintenance

Each team is required to attend scheduled "Workdays" at their league's playing field upon the request of the league director. One adult representing each team must attend a workday 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 workdays 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 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.

1. The home team will perform the following assignments:
 - a. Mark the field and perform any necessary field maintenance.
 - b. Install their team's communications equipment to the scorekeeper.
 - c. Clean out their dugout and bleacher area after the game
 - d. Keep scorebook and sign the scorebook/pitch log after the game
 - e. Put away any checked-out equipment (ex: chalk box, templates, racks, pitching machine & scorebox)
 - f. Provide an official scorekeeper.
2. The visiting team will perform the following assignments:
 - a. Rake and water the field after the game.
 - b. Install their team's communications equipment to the scorekeeper
 - c. Clean out their dugout and bleacher area after the game
 - d. Keep the pitch log and sign the pitch log/scorebook after the game

- e. Put away any checked-out equipment (ex: chalk box, templates, racks, pitching machine & scoreboard)
- f. Provide a monitor/announcer to assist the scorekeeper.

Bylaw XV – Player Draft

ALLB Draft Plan- The following shall apply to ALLB seasonal team drafts (See section 17 for Tee Ball Divisions). This document outlines the local baseball draft plan, structure of the draft and any additional rules associated with assisting in creating parity and normalization across the league. The draft rules are intended to enhance the ability for a larger group of teams to be competitive during the season which in turn increases the enjoyment from players and parents and has been developed to ensure the best possible distribution of talent throughout the league.

1. **ALLB will use a Total Re-draft alternate method.**
2. The draft will follow the SNAKE DRAFT format as described below (15.12)
3. Managers drafting order will be at random from a hat pick.
4. **No draft requests:** (Parents may request that their child not be drafted by a coach or manager.
 - a. All requests must identify the Coach or Manager by name and must provide a specific reason or reasons for the request.
 - b. All requests will be reviewed by the Draft Committee, who will only honor good faith, reasonable and legitimate requests.
 - c. The requests will remain confidential.
 - d. If a manager or coach of record has 5 or more non-coaching requests, his right to coach will be forfeited for the season. This can be brought to the Executive Board for appeal if the Manager or Coach deems appropriate.
5. Personnel allowed in draft rooms: Two staff members from a team are allowed to be present during the Majors, Minors Player and Coach pitch draft.
 - a. Tee Ball divisions are allowed only one staff member in draft room.
6. **Coach Hold:** The following applies only to coach holds during draft. For all other children this drafting rule does not apply. The Coach's sons, daughters or grandchildren must be drafted within the appropriate rounds and are protected until that round has passed.
 - a. **Majors:** are allowed 2 coach hold
 - b. **Minors - Player pitch:** are allowed 2 coach holds.
 - c. **Minors - Coach Pitch (Pee Wee):** are allowed 3 coach holds.
 - d. **Tee-Ball Divisions:** are allowed 3 coach holds.
7. **Play ups:** Any player choosing to participate in a higher division than their league age **MUST** try out for both divisions.
8. **Sibling Option:** Siblings that are of league age in the same division are required to be on the same team unless parental permission to allow a split of siblings.
 - a. A sibling choosing to play up is not promised unless the player falls under Coach hold and play up rules.
9. **Majors Coach hold draft rounds the following must apply.**
 - a. League age 9 & 10 must be drafted by round 5.
 - b. League age 11 must be drafted by round 4.
 - c. League age 12 must be drafted by round 3.
10. **Minors Player Pitch,** the following must apply.
 - a. Team Manager and Head Coach's players are protected for 1st and 2nd round.
11. **Minors Coach Pitch (Pee Wee),** the following must apply.

- a. Team Manager, Head Coach and Assistant Coach’s players are protected for 1st, 2nd, and 3rd round.
- b. 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 placed in Hat Pick (16.2) by the Player Agent and picked once all remaining eligible players are drafted.

12. Snake Draft Image Example:

TEAM	ROUND 1	ROUND 2	ROUND 3	ROUND 4	ROUND 5	ROUND 6	ROUND 7
TEAM A	Pick 1	Pick 10	11	20	21	30	31
TEAM B	Pick 2	Pick 9	12	19	22	29	32
TEAM C	Pick 3	Pick 8	13	18	23	28	33
TEAM D	Pick 4	Pick 7	14	17	24	27	34
TEAM E	Pick 5	Pick 6	15	16	25	26	35

Bylaw XVI – Trading and Releasing Players

1. Trading of drafted players will be allowed in a 10-minute window immediately following the draft with the approval of the Player Agent, Division Director 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. No player that is a hat pick is eligible for trades.
3. **Hat Pick:** Players who did not tryout cannot be drafted and will be assigned to teams by random drawing after all other players have been drafted.
4. No sibling option is available for trades once placed on a team.

Bylaw XVII = Tee Ball Divisions (including Junior Tee Ball)

No tryouts will be held for Tee Ball divisions.

1. ALLB will use **Plan C-Blind draft method** for Tee Ball divisions: The draft will follow the SNAKE DRAFT format (15.12) and (15.3)
2. **Trading and Releasing players:** Refer to (16.1)
3. Team Manager, Head Coach and Assistant Coach’s players are protected for 1st, 2nd, and 3rd rounds.

Bylaw XVIII – All-Star Manager Selection

1. Major League 9-, 10-, 11- & 12-year-olds 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 April 28th). Notification shall specify which team (9, 10, 11 or 12) the candidate is interested in managing. Only those managers and head coaches who have not received any disciplinary action against them by the Board 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. Teams cannot announce active rosters for All-stars until June 1.

2. Blue Gray Tournament for league age 7 and 8 - Any Blue Gray 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 April 15). Notification shall specify which team (7 or 8) the candidate is interested in managing. Only those managers and head coaches who have not received any disciplinary action against them by the Board 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. All-Star Managers will be selected based on consideration of, but not limited to tenure, recorded games won, coaching abilities, sportsmanship, standings with the league, leadership skills, knowledge of the game, dedication and availability to the team.

Bylaw XIX – 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 from indicating their understanding and agreement with the commitment. A child who cannot 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. All players must play in their respective age group according to Little League International rules, regardless of what Division/League or age group they played during the regular season
2. At the Major League level, all 11 & 12-year-old players who have played in no less than sixty 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 coaches vote will count as four votes per player selected. All head coaches must be present to vote or votes from the head coach group will not be count; 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 five 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 seven 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 seven 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 sixty percent of their regular season scheduled games are eligible. Players are voted on by the head coaches and managers in these leagues. The head coaches' votes will count as five votes per player and the managers' votes will count as ten votes per player. All head coaches must be present to vote or votes from the head coach will not be

counted; thus, leaving the managers' votes as the only votes tallied by the Player Agent and ALLB President. The Player Agent and President of ALLB shall tally the vote.

4. The top five 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 seven 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 seven 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.
5. 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 XX – 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 ½ 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 ½ 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. Limit the practice sessions held during STAAR testing days. Practice on these days must be completed by 8:00 P.M.

Bylaw XXI – 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. An illegal bat must be removed. Any bat that has been altered or if the certification marks are not legible, that bat cannot be used and shall be removed from the game. If a bat is found to be illegal during a game the preceding play will not count.
5. Any player who has played the position of catcher in four (4) or more innings in a game is not eligible to pitch on that calendar day. (Warm up pitches do not count, only when the ball is live will the pitches count towards innings caught).
6. All catchers must wear a “dangling” throat guard, regardless of style of catcher’s helmet. Long or short style chest protectors are allowed.
7. Minors, Majors, and Jr./Sr. League games will follow the rules stated in the official Little League rulebook.
8. Pee wee (Coach Pitch) Rules:
 - a. The Coach-Pitcher must be an approved volunteer and will throw from a forty (40)-foot line in an overhand motion from a standing position.
 - b. While on offensive half-innings, the individual occupying the coach-pitcher position may not communicate after an at bat has begun, signified by a pitch being thrown. Communication can start again after the at bat is complete, signified by the play being called dead or a new batter coming to bat.
NOTE: Communication includes non-verbal cues (i.e. hand signals).

Penalty: The first violation of this rule will be a warning. The second violation will result in the coach-pitcher’s removal from the game. Four (4) coaches are allowed in the dugout for Coach Pitch games.

- c. A Coach-Pitcher must be designated before the game starts.
 - i. Coach-Pitchers may be substituted at any time during a game with the notification and approval of the Umpire.
 - ii. Any Coach-Pitcher of record who is relieved is ineligible to return to the position for the remainder of the game.
- d. The Coach-Pitcher must give all fielders the opportunity to play the ball by making every effort to stay out of their way.
 - i. If a batted ball hits the Coach-Pitcher before being touched by a defensive player, the ball is dead, it is considered a no pitch, and the batter resumes the at-bat.
- e. If the Coach-Pitcher (in the Umpire’s judgment) intentionally touches a legally batted ball or interferes with any defensive play (including blocking the view of any defensive player), then interference will be called, and the batter will be out. The Umpire will return all other runners to the last base that was legally touched at the time of interference.
- f. Catcher must use a catcher’s mitt. Catcher must throw back to the pitcher.
- g. 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.

- h. The pitcher-player must be on either side of the coach-pitcher and no closer to home plate than the coach-pitcher until the ball leaves the pitching coach.
Note: Failure to comply 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, 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. In this instance, base runners forced to the next base will be awarded that base.
- i. The batter will be allowed six (6) pitches or three (3) strikes to hit a fair ball. The 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.
- j. Base runners may tag up and run at their own risk after a fly ball has been caught if it is not the third out or that the play has been called dead by the umpire.
- k. No stealing is allowed.
- l. 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.
- m. A base runner is out when he/she passes the preceding runner prior to that runner being put out.
- n. (1st half of season) **Overthrow Rule:** The runner(s) will be permitted to advance at their own risk on the first overthrow, from the outfield or infield, but not more than one (1) additional base. A second overthrow is irrelevant and does not allow for further additional bases. If a runner is tagged out while advancing in any way, then they are out. An overthrow is defined as a ball that goes past the fielder at any base the thrower intends to throw, regardless of a misplay by the baseman or the thrower. The next base is set when the throw is made, based on where the runners are going at that time. If a runner goes past the furthest base allowed and is not tagged out, they will be allowed to return to the furthest base they achieved legally.
Example 1: If the short stop overthrows the first baseman, the batter can advance to second at his own risk.
Example 2: If more than one (1) runner is on base, the batter and the other runners can at most advance to the base they are in progress of going to and the one after.
Example 3: If a runner is not advancing at the time of an overthrow, at most they can gain the next base at their own risk.

(2nd half of season) 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. 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.

- o. Advancing runners: Umpires call 'Time' after every play and declare the ball dead. 'Time' should be called as soon as all three of the following occur: a) The lead runner stops attempting to advance AND SO DO ALL TRAILING RUNNERS. b) The ball is in the possession of an infielder inside the base paths. c) No defensive play is imminent. 'Time' does not have to be called by the defense for the purpose of this rule.
 - p. At that time the ball is returned to the pitcher who in turn, hands it to the pitching coach. No runner may advance on an overthrow to the pitcher after the play has been called dead or the runners have stopped on base.
 - q. 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 halfway to the next base. In this case the runner may continue to advance to next base until the runner is stopped.
 - r. No bunting: This is an Umpire judgment call. If a violation of this rule occurs, the ball/play will be declared dead; (1) The batter will be called back to the plate, (2) The pitch will count, and (3) No runners will advance.
 - s. All infielders must stay on the infield dirt until the batter has hit the ball.
 - t. All outfielders must stay in the outfield grass until the ball is hit.
 - u. The defense is allowed ten (10) position players per inning (four (4) outfielders only).
 - v. An inning is over after five (5) runs or three (3) outs; whichever comes first.
 - w. Run Rule: Ten (10) runs after four (4) complete innings. The team behind must concede the game.
9. Tee ball Rules:
- a. For the first 6 games of the season, the batter is allowed as many attempts off the tee as possible to put the ball into play.
 - b. After 6 games played in the season, the batter is allowed a total of six (6) swings. The batter is out if the sixth (6th) swing is a foul ball.
 - i. "Measuring up" does not constitute a swing, even if the ball is knocked off the tee.
 - c. Coaches have the option to pitch up to 3 pitches to any batter. If a fair ball is not put into play after the third pitch, then the batter must hit off the tee.
NOTE: This is to encourage hitting a live pitch, but the intent is not to slow down the game. It is at the discretion of the coach (those who have demonstrated the skill in practice).
 - d. When a ball is hit into the infield, it will be considered a fair ball only if it travels beyond the bunting circle.
 - e. Balls that come to a stop within the ten (10)-foot bunting circle will be considered foul balls.
 - f. All infielders must stay on the infield until the batter has hit the ball.
 - g. All outfielders must stay in the outfield grass until the ball is hit.
 - h. The pitcher must have both feet touching the pitching rubber (46 ft) until the ball is hit.
NOTE: When the coach elects to pitch to the batter, the player-pitcher does not need to be touching the pitching rubber. In this scenario, the pitcher-player can stand to the left or the right of the pitching line but must inside the circle and even with the pitching rubber until batter puts the ball is put into fair play.

- i. The catcher must stand in the catcher's circle on the first base side when a right-handed batter is hitting, and in the catcher's circle on the third base side when a left-handed batter is hitting.
 - j. The catcher must wear a helmet at all times while on the field of play.
 - k. The pitcher is allowed one unassisted out per inning at home plate when the runner on third is forced home. Subsequent attempts by the pitcher will result in the runner being called safe.
 - l. Bunting is NOT allowed. An intentional bunt is an automatic out. The batter must take a full swing and follow through.
 - i. Judgment of a full swing will be the Umpire's decision.
 - ii. Tapping the ball is not considered a swing and is not a foul.
 - m. All players on a team's defense must be utilized in the outfield.
 - n. The Umpire will call "time" when a defensive player has control of the ball and has stopped the progress of the lead runner, or when no other play is being made. When the Umpire calls "time":
 - i. Any runner who has not completely passed the halfway mark must return to the previous base.
 - ii. Any runner who has completely passed the halfway mark will be awarded the next base.
 - o. **Overthrow Rule:** The runner(s) will be permitted to advance at their own risk on the first overthrow, from the outfield or infield, but not more than one (1) additional base. A second overthrow is irrelevant and does not allow for further additional bases. If a runner is tagged out while advancing in any way, then they are out. An overthrow is defined as a ball that goes past the fielder at any base the thrower intends to throw, regardless of a misplay by the baseman or the thrower. The next base is set when the throw is made, based on where the runners are going at that time. If a runner goes past the furthest base allowed and is not tagged out, they will be allowed to return to the furthest base they achieved legally.
 Example 1: If the short stop overthrows the first baseman, the batter can advance to second at his own risk.
 Example 2: If more than one (1) runner is on base, the batter and the other runners can at most advance to the base they are in progress of going to and the one after.
 Example 3: If a runner is not advancing at the time of an overthrow, at most they can gain the next base at their own risk.
 - p. An inning is over after five (5) runs or three (3) outs; whichever comes first.
 - q. **Run Rule:** Ten (10) runs after four (4) complete innings, The team behind must concede the game.
 - r. Must use specific ball.
10. Junior Tee ball Rules:
- a. There will be no strikeouts.
 - b. Game score is not to be kept on the scoreboard.
 - c. Only the clock may be used during a game to keep game time.
 - d. When a ball is hit into the infield, it will be considered a fair ball only if it travels beyond the bunting circle.
 - e. Balls that come to a stop within the ten (10)-foot bunting circle will be considered foul balls.

- f. Up to twelve (12) players can be on the field with no more than six (6) infielders (i.e. the traditional infield positions, including the catcher).
 - i. All infielders must stay on the infield until the batter has hit the ball.
 - ii. One (1) "rover" position can be utilized immediately behind second base.
 - iii. All outfielders must stay on the outfield grass until the ball is hit.
- g. No catcher.
- h. Both teams should bat through the line-up, if 3 outs are earned, batting team should clear the bases and continue through line up until complete. Once the team has batted through the line-up, the half inning is complete.
- i. No batter will advance any further than first base on a hit ball to the infield, a ball hit to the outfield the runner may advance no further than second base.
- j. Player must be removed from the bag if called out.
- k. Both teams will bat through the line-up twice. This constitutes a full game.
- l. Must use a specific ball.

Amendments and Expiration

1. These Local Rules may be amended, repealed, or altered in whole or in part by a majority vote at any duly organized meeting of the present Board of Directors provided notice of the proposed change is included in the notice of such meeting. However, any amendment that is not adopted at least one month prior to the first scheduled game of the regular season will not take effect until the following regular season. These Local Rules will expire at the end of the fiscal year, September 30, 2023.