

TRELL 2020
Local Rules

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Local Rules Toms River East Little League (TRELL)

Toms River East LL Charter: 2301810

Local Rules Failure to abide by any TRELL rules will result in appropriate action by the Board of Directors.

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I. Safety

A. Weather

1. Upon hearing thunder and or Lightning, game play or practice is to be suspended immediately by the umpire.
2. All Players, Managers and Coaches must clear the field and seek shelter.
3. PLAYERS MAY NOT SEEK SHELTER IN THE DUGOUTS.
4. The game may resume 30 minutes after the last Thunder and Lightning has stopped. Reference your little league rule book.

B. Other

1. Players (not in the game) warming up the outfielders must wear a batting helmet.
2. No player shall be allowed to wear metal spikes or cleats. (EXCEPTION: Metal cleats permitted for Junior and Senior leagues ONLY)
3. All male players must wear a protective cup.
4. All batters and base runners must wear approved protective helmets.
5. There is no on-deck circle, or an area to be used as such, anytime during the game, or practice.
6. All players must wear full uniforms, which are supplied by the league. This rule will not apply to school ball players coming from a game.
7. A player warming-up the pitcher MUST wear a conforming Catcher's Mask (including dangling throat guard).
8. If a Manager or Coach asks a parent to assist during the course of a game or practice, THEY MUST HAVE COMPLETED AND SUBMITTED THE WILLIAMSPORT VOLUNTEER APPLICATION AND BEEN APPROVED BY THE TRELLE BOARD OF DIRECTORS.
9. MEDICAL RELEASE FORMS: Managers and coaches must have the SI Play App installed on their phone. This contains all the contact information and any medical history

information needed in the event that a serious injury should occur. In lieu of the app, Managers may have all players fill out the medical release form available online.

10. INJURIES: In the event a player becomes injured in conjunction with League activities and under the supervision of the team manager or coaches, it is the Manager's responsibility to file the appropriate accident report and immediately contact the Safety Director. Any injury which requires an accident report must notify the league President within 24 hours of incident via e-mail. This will ensure that the incident will be reported to Williamsport within the required time frame
11. All managers and coaches must be safety certified; at least one member of the coaching staff should attend a safety clinic in the current league year.
12. All managers, coaches and team moms will be required to take the online concussion course and hand in their printed certificate.

II. Field Decorum

A. General Rules of Field Decorum. The following rules appear in the Little League Rule book and are reproduced here for emphasis:

1. The possession and/or use of firearms, tobacco products, cigarettes (including e-cigarettes and vapors), controlled substances, and alcoholic beverages in any form is prohibited on the TRELL complex.
2. All Players will be in their dugouts when not participating in the game.
3. Managers will only be able to address the umpire and will not leave the dugout or coach's box until time is called and the Umpire grants permission.
4. Hit-downs into the fences or backstops is prohibited. THERE SHALL BE NO BATTING PRACTICE ON THE FIELD BEFORE A GAME. Heavy balls or hit sticks are allowed.
5. Failure to comply with any of these rules may result in a one game suspension for that manager at the discretion of the Board of Directors.
 - a. Repeated failure to do so may result in a two game suspension and so on.
 - b. If a manager is suspended, he/she is not permitted to be at the complex during the play of the next regularly scheduled game or any practices scheduled on the TRELL complex prior to the one game suspension.
6. Home team will be stationed at third base dugout across all divisions as per Little League rulebook.

B. Coaching Personnel.

1. All Managers and Coaches must fill out and submit a background evaluation form each season.
2. In order to provide the highest qualified managers and coaches, the TREL Board of Directors will approve all Managers and Coaches each year. All managers are voted in each year, player agents will present the board with nominees, the board will vote, and the President will break any ties.
3. Four (4) adults or three (3) adults and a junior coach will be permitted in the dugout area during the game. (Junior coach is a coach 16 to 18 years of age) No more than 4 coaches total in the dugout, including a scorekeeper.
4. Adult Coaches are permitted to coach at either first or third base at all levels.
5. Junior coaches are not permitted to manage teams (Junior refers to age of 16 – 18 year old coaches, not junior division).
6. One adult coach must be in dugout at all times.
7. Wearing a helmet is mandatory for all players coaching bases.
8. All Managers with TREL can assist with any division.
9. Managers and Coaches are responsible for cleaning the dugout after each game/practice.
10. The managers and coaches of both teams are responsible for covering the pitchers mound and the area around home plate with the provided tarps if their game is the last game of the day on that field.
11. All Managers and Coaches are responsible to walk the field prior to a game and/or practice to identify any safety issues. If a safety issue is identified it must be corrected immediately.
12. Managers will be required to post a \$ 150.00 bond for league issued equipment.
13. Managers, and/or Coaches, should notify the Equipment Manager when defective or damaged equipment is found so a suitable replacement can be provided.
14. The manager is responsible for returning league issued equipment promptly at season's end on scheduled equipment return dates unless other arrangements are made with equipment manager. Dates and times TBD. Failure to return equipment on scheduled date and time will result in forfeiture of the manager's bond check and the ability to

manage or coach the following season. Managers are required to clean their equipment prior to its return, and to cull-out any damaged pieces.

C. Penalties for Ejection from Games

1. The ejection of any participant from a game, whether a manager, coach, player, or parent, will result in the participant's automatic ejection from the TRELL complex. Also an automatic suspension from the complex for the next played game. **If the ejected manager or coach manages or coaches a team in another division, that person cannot return to managing or coaching in any division until the suspension is served.**
2. Any Manager, Coach, Player, spectator, Umpire or Scorekeeper actively involved in physical fighting, will be suspended indefinitely from all TRELL activities, until appearing before the board of directors.
3. After two (2) ejections the Manager, Coach or player may be relieved of his or her responsibilities at the discretion of the Board of Directors
4. ALL EJECTIONS MUST BE DOCUMENTED AND SUBMITTED TO THE DIVISIONAL PLAYER AGENT WITHIN 24 HOURS OF THE OFFENSE BY THE UMPIRE ISSUING THE EJECTION.

D. Appeal and Protest

1. Protests must be filed on the field with the home plate umpire in charge of the game and must be filed within 24 hours to the League President and in writing Note: See Little League Rule Book for guidelines for filing a protest.
2. For purposes of decision-making, the committee must include as "The Chairman" the Vice President Baseball Operations and must include the Vice President Administration, Player Agent and Umpire in chief for the division in which the offense occurred.
3. If the Vice President Baseball Operations is involved with the protest or appeal, the Vice President Administration will chair the meeting. If any other committee members are involved with the protest, they will be replaced with other board members at the discretion of the Chairman.

III. TRELL COMPLEX RULES:

1. A team may forfeit a game if the conduct of the spectators becomes unsportsmanlike or uncontrollable. Unruly spectators may be directed to leave the complex and if necessary, the police will be called to remove such spectators. The plate umpire shall decide upon the appropriate course of actions for the AAA, Major, Junior and Senior Leagues. **MANAGERS ARE RESPONSIBLE FOR THE PARENTS, COACHES AND PLAYERS OF THEIR OWN TEAM.**

2. No motor vehicle parking is permitted within the fences of the complex. Unless authorized by the board of director.
3. No hard ball playing is permitted anywhere except on the playing fields, including against the wall of the All Weather Practice Facility
4. All litter will be disposed of in proper receptacles
5. No riding of bicycles, motorbikes, in-line skates, kick scooters or skateboards within the complex.
6. No pets or animals are allowed on the complex. Service Animals are exempt from this restriction.
7. No jewelry will be allowed under any circumstances by players during games, except medical alert tags.
8. All rules on player safety will be followed under the Little League rulebook
9. Any TRELL player found vandalizing the complex will be face discipline including loss of playing privileges and potential prosecution.
10. No live batting practice on fields prior to the game
11. No new inning is to start in any game after 9:45PM.

IV. All Weather Practice Facility (AWPF) Rules:

1. Do not bring baseballs into building.
2. No Smoking
3. Gum is strictly prohibited.
4. Sneakers only.
5. Do not hang or pull on nets.
6. No running or horseplay.
7. Do not swing bats outside of hitting areas.
8. Only one (1) person in a cage at a time.
9. Batting helmets must be worn in all batting areas, including hit down and tee areas.
10. Catchers must wear full catcher's equipment while in pitching area. ** Note failure to comply with these rules will result in suspension of players AWPF privileges and could result in penalties for the player's manager **

V. T-BALL RULES TOMS RIVER EAST LITTLE LEAGUE 4 & 5-year-Old -T-Ball BASIC RULES

1. Dress: All players should wear rubber cleats, uniform T-shirt, baseball cap, athletic supporter, and any other approved safety equipment.
2. Batting order: All players will bat in a rotating order that shall include all players present for the game. Late arrivals shall be placed at the bottom of the batting order. All players will bat each inning. No score will be kept.
3. Batting: All players shall hit off of a tee in the 4-year-old and 5-year-old T-Ball divisions. There is to be no "coach pitch".
4. Fielding positions: Infield will consist of standard baseball positions except pitcher and catcher. Outfield will consist of all remaining players.
5. Every child should be given as many opportunities as possible to experience playing every position, safety permitting.
6. A 1 hour 30 minute time limit (maximum) for each game should be played in its entirety. Please use common sense on very hot or cold days.
7. Protective Equipment: Batters and base runners MUST always wear a protective helmet. Outfielders must wear helmets. If there is a game on field 1 or 6 ALL PLAYERS MUST WEAR A HELMET
8. Handling of bats: There is no on deck area. Players should not handle bats in the dugout! Only the batter at the plate should be holding a bat.
9. Coaches on the field: Only approved coaches or parents may be on the field. Coaches may be anywhere on the field.
10. There is no stealing or bunting in tee ball. The runners must stay on base until ball is hit.
11. There is no sliding or plays to the plate. Coaches should hold runners to one base, unless the ball goes into the outfield then they can run two bases.
12. No outs on bases.
13. All teams must have an adult in the dugout at all times players are present.
14. Home team is on first base side. Visiting team is on the third base side. All coaches are to instruct players not to "dig" in the outfield.
15. No Jewelry

VI. ROOKIE DIVISION RULES TOMS RIVER EAST LITTLE LEAGUE ROOKIE 6-year-Old BASIC RULES

1. Dress: All players should wear rubber cleats (NO metal spikes), uniform T-shirt, baseball cap, athletic supporter, and any other approved safety equipment.
2. Batting order: All players will bat in a rotating order that shall include all players present for the game. Late arrivals shall be placed at the bottom of the batting order. All players will bat each inning. No score will be kept.
3. Batting: The coach will deliver 4-5 hittable pitches to each batter. The coach should pitch from a knee to be at the child's level. If the batter has not put one of the pitches in play, a tee should be brought out and the batter permitted to hit off the tee.
4. Fielding positions: Infield will consist of standard baseball positions. Outfield will consist of remaining players.
5. Every child should be given as many opportunities as possible to experience playing every position, safety permitting.
6. A 1 hour 30 minute time limit (maximum) for each game should be played in its entirety. Please use common sense on very hot or cold days.
7. Protective Equipment: Batters and base runners must always wear helmets. Outfielders must wear helmets. All players must wear helmets if a game is being played on Fields 1 or 6.
8. Handling of bats: There is no on deck area. Players should not handle bats in the dugout! Only the batter at the plate should be holding a bat.
9. Coaches on the field: Only approved coaches or parents may be on the field. Coaches may be anywhere on the field.
10. No stealing or bunting is allowed
11. Base running: There is no sliding or plays to the plate.
12. Umpires: Managers and coaches are the umpire their own games.
13. All teams must have an adult in the dugout at all times players are present.
14. Home team is on first base side. Visiting team is on the third base side. All coaches are to instruct players not to "dig" in the outfield.
15. No Jewelry

VII. FARM DIVISION RULES TOMS RIVER EAST LITTLE LEAGUE 7 year old Farm Division

BASIC RULES

1. Batting order: All players will bat in a rotating order that shall include all players present for the game. Late arrivals shall be placed at the bottom of the batting order. All players will bat each inning. No score will be kept. Outs will be outs, bases should be cleared after the third out.

2. Fielding positions: Infield will consist of standard baseball positions. Outfield will consist of three players, unless a team only has 10 players. In this case the 10th player shall also play outfield.
- 3.. Every child should be given as many opportunities as possible to experience playing every position, safety permitting. It is RECOMMENDED that no child play the same position twice in the same game.
4. Substitutions: There are unlimited substitutions. Players may enter and re-enter as often as the coach wishes. Changes should not be made in the middle of an inning unless an injury occurs, or a personal issue arises (bathroom break).
5. A 1 hour 30-minute time limit (maximum) for each game. Please use common sense on very hot or cold days.
6. Only certified coaches or parents may be on the field. Coaches may be anywhere on the field.
7. Infield fly rule: There is no infield fly rule. Coaches should have runners proceed with caution as they would with a regular pop up.
8. Stealing, bunting and hitting: there is no stealing or bunting in farm. The runners must stay on base until ball is hit. Coaches will throw 4 -5 hittable pitches, it is their choice to give the batter a walk.
9. Base running: Coaches should be teaching players to slide - sliding will be allowed at 2nd and 3 rd bases only. The last batter should not circle the bases unless play dictates.
10. Umpires: Managers and coaches will umpire their own games.
11. Mid-Season The following rules should be followed in addition to the General Rules for the second half of the season. -Pitchers will throw 4 pitches to each batter. Coaches will then throw 4 "hittable" pitches. If the player does not hit, he/she will then be awarded a "walk". **Game play should follow coach pitch for two innings, kid pitch for two innings and then coach pitch for two innings.**
12. Pitchers will throw from no more than 2-3 feet in front of the rubber. (Pitching from too close is not beneficial for the Pitchers and can become a safety issue for the players) -There should be a coach behind the Catcher and Pitcher at all times prepared with extra baseballs to speed game up. If the Catcher receives the pitch cleanly, he/she should throw the ball back to Pitcher. If the pitch is a passed ball, a Coach should immediately give Pitcher a new baseball. There should also be a coach on 2nd base - On a weeknight game please use your discretion on Kid pitch as you will probably have limited daylight available. Always keep the game moving.

13. No plays at home plate.

VIII. A DIVISION RULES TOMS RIVER EAST LITTLE LEAGUE 8 year old A Division

BASIC RULES

1. Fielding positions: Infield will consist of standard baseball positions. Outfield will consist of three players, unless a team only has 10 players. In this case the 10th player shall also play outfield.

VIII. A Division Rules

2. Pitching: The pitcher and coach have up to 7 pitches combined. The pitcher will get a minimum of 4 pitches per batter. The maximum number of pitches a pitcher can throw without a strike is 4. The batter's coach will then finish the count.

Examples:

1. If a pitcher throws 4 straight balls the coach will finish the at-bat with 3 pitches.
2. If the pitcher throws 1 strike then 4 straight balls the coach will finish the at-bat with 2 pitches.
3. If the pitcher throws 3 balls and 2 strikes the pitcher gets one more pitch. If it is a ball the coach will finish the at-bat with 1 pitch.

The umpire will not call balls and strikes once the coach begins pitching. The number of coach pitches are not extended if the coach does not throw strikes. The batter must hit the coach's pitches or they are out once the number of pitches exceeds 7 unless the 7th pitch is a foul ball. In this case the batter will receive one more pitch regardless of the outcome. If they foul off the 8th pitch they are out.

Batters will be out if they receive 3 strikes. Coaches must pitch from the pitching rubber. The player pitcher must have one foot on the dirt of the mound when the coach throws pitches.

3. Each team will have 3 outs or a 3 run limit per inning. Once this limit is reached, their inning is over

4. Stealing: A player may only steal 3rd base. If the ball is over thrown the runner is frozen at 3rd and may not attempt to score.

5. Bunting: No bunting is allowed in A.

6. Every child should be given as many opportunities as possible to experience playing every position, safety permitting.

7. A 1 hour 45-minute time limit (maximum) for each game. Please use common sense on very hot or cold days.

8. Infield fly rule: There is no infield fly rule. Coaches should have runners proceed with caution as they would with a regular pop up.

9. Sliding will be allowed to second and third base only.

10. Umpires: TRELLE will attempt to provide umpires for games, but in the event that there is no umpire for the game, managers and coaches are to umpire their own games.

11. Score will be kept.

12. See Little League Rule Book for pitch count.

IX. AAA DIVISION RULES TOMS RIVER EAST LITTLE LEAGUE AAA Division

BASIC RULES

1. Batting order shall consist of ALL players present, batting in rotation.

2. All players must play Four (4) complete defensive innings, twelve (12) defensive outs

3. Non-pitching defensive players may not be replaced while on the field except for injury. All players must be in defensively prior to the first pitch of the top of the 3rd inning.

4. Each batter must wear a helmet for their time at bat and while running the bases.
5. All pitchers follow specific pitching rules set forth in the LL rule book based on the actual league age of the player.
6. No intentional walks in AAA.
7. AAA – Each team may ATTEMPT to steal home on a passed ball or wild pitch once an inning. Overthrows to the pitcher **from the catcher (ball hits off the mound onto the infield grass)** or to any base will not count as an attempted steal.
8. There is a 5 run limit per half inning, except the 6th inning, WHICH IS AN OPEN INNING.
9. Mercy Rule: If the winning team has a 12 (or more) run lead, and the losing team has had at least 5 offensive innings, the game will be called and considered complete.
10. Bunting is allowed throughout the entire season.
11. Any player who shows up late must be inserted at the bottom of the order, even if the order has turned over. Any defensive innings missed count towards the player's mandatory defensive innings. If a player leaves the game early or a player is injured, the spot in the batting order will be skipped with no out charged to the team.
12. No swinging bats in the on-deck area or dugout. Only one batter is permitted outside the dugout prior to each inning.
13. Managers must ensure that all players experience as many positions as possible to enhance the player's learning opportunities.
14. Bat weights are not permitted in Little League; batting sleeves are allowed
15. 12-YEAR-OLD PLAYERS MAY NOT PITCH IN AAA. THEY WILL BE ALLOWED TO PITCH FOR A MAJOR TEAM IF THEY ARE CALLED UP FOR A GAME AS A REPLACEMENT PLAYER.
16. All rules not specifically covered here are to be followed as written in the Little League Rulebook for the current season.

X. MAJOR DIVISION TOMS RIVER EAST LITTLE LEAGUE Major Division BASIC RULES

1. Mercy Rule - If the winning team has a 10 (or more) run lead, and the losing team has had at least 5 offensive innings, the game will be called and considered complete.
2. Batting order shall consist of ALL players present, batting in rotation.
3. All players must play three (3) complete defensive innings, nine (9) defensive outs
4. Any player who shows up late must be inserted at the bottom of the order, even if the order has turned over. Any defensive innings missed count towards the player's mandatory defensive innings. If a player leaves the game early or a player is injured, the spot in the batting order will be skipped with no out charged to the team.
5. All other rules are to be followed as written in the Little League Rulebook for the current season.

6. If a Major league team is short players, they will call-up players from the AAA division only. The AAA player agent will provide a list of players for the Major Player agent to fill roster spots on a game by game basis.

XI. JUNIOR AND SENIOR DIVISIONS

Junior and Senior games rules will be followed by the District 18 rules. If a senior team is to be short players, they may “call-up” Junior League players. The player’s first responsibility is to his Junior league team. A senior team should not “call-up” a Junior league player if the Junior league player has a game that day. TRELLETT would appreciate Junior league managers allowing Junior league players to miss practices, to play as a Senior league player when needed. Teams may call-up Junior league players as their 9th and 10th players only. If a junior team is to be short players, they may contact other registered junior players to try and find replacements. They should not call junior league players that have a game that day. Major players MAY NOT be called up to play as replacement players in the Junior Division.

XII. Proper Substitution Rule (All Divisions)

1. Any player that does not receive the minimum amount of playing time must start the next scheduled game and play at least the minimum for both games.
2. Violation of the substitution rules will be considered grounds for protest of the game in which the violation occurred if the offense is deemed intentional.
3. The penalties for the manager or coach if the offense is deemed intentional will be: FIRST OFFENSE Suspension from the next played game. SECOND OFFENSE: Suspension for the remainder of the season.

XIII. Pitcher Eligibility

1. Please refer to the Little League rules book for pitching rules regarding pitch counts by age. The Manager will be suspended for any pitch count violations.
2. Pitch counts must be verified every half inning.
3. There will be no protests regarding the pitch count. Home team’s book will be the count of record.
4. Managers of the winning team in Single A and up must log pitch counts on the website after each game.

XIV. Rescheduling of Rain out Games

The Player Agent, who shall notify the Umpire in Chief, will reschedule all rain out games. If a player agent is unavailable, the Vice President may act in his or her behalf. Rain outs will be scheduled based on field availability, but all teams should play a minimum of 12 games.

XV. Postponements

If a game is suspended and needs to be completed, the player agent shall schedule the completion of the game and the game shall resume at the exact point at which it was suspended. All Little League substitution and pitching rules apply. Home team scorebook must be signed by the umpire and both managers for all continuation games to verify status.

XVI. PLAYOFF AND TOURNAMENT GAME RULES: Refer to the playing schedule for AAA, Major, Junior and Senior playoff format.

A. Playoff Games

1. No regular season make-up game after Date set by TRELl's Board of Directors.
2. Ties in the standings will be resolved using the following guidelines for seeding purposes: a. Head to Head Record between tied teams b. Runs Allowed c. Runs For d. Coin Flip
3. Normal TRELl substitution rules apply.
4. Pitch count rules apply through the playoffs.
5. All play-off games must be played to completion. All suspended games, having completed one (1) inning or more, will be continued from the point of suspension and played to completion (Majors: six (6) innings, Juniors/Seniors seven (7) innings).
6. Protests will be resolved immediately on the field.

XVII SINGLE A DIVISION "BLIND" DRAFT AND TEAM ORGANIZATION

1. All 8 year-old (league age 8) players will be invited for an evaluation for the Single A Division. All players will be evaluated by adults who do not have players at that age level and do not coach or manage at the age level. All players (including all options) will be evaluated.
2. After all players have been evaluated they will fall into one of the following 4 levels:
 - a. Level 4
 - b. Level 3
 - c. Level 2
 - d. Level 1
3. The draft will be a "blind" draft. The managers will select players "blindly" at each ability level until all players are placed on a team. The names of the players will not be disclosed to the managers until the draft is completed.
4. Each team will have the same, or approximately the same, number of players at each level. If a team has all their options at the same level they will have a minimal amount of picks at that level depending on the amount of players left in the draft at that level. For example: If there are 6 teams in the division and team 1 has their 3 options at level 4 and every other team only has 1 level 4 and there are a total of 8 level 4 players left in the draft, team 1 will not be able to select any other level 4 players. If team 1 has their 3 options at level 4 and every other team only has 1 level 4 and there are a total of 5 level 4 players left in the draft, team 1 will have less level 3 picks than the other 5 teams to even out the skill level. This will be true at each level.
5. The Player Agent will determine the order of the draft in random fashion. This order will be used as a guide to the draft. Adjustments may need to be made as the draft moves on due to the number of players at each level already selected on a particular team. We will draft starting at level 4 and work down to level 1. Each player at each level will be put into a pot and be "blindly" drawn in draft order until all players at that level are selected. The draft order will continue unless one team has more level players than the others in which case they may skip their turn at that level.
6. Any team that blindly selects a player that has a sibling in the draft will automatically obtain the sibling at that sibling's evaluation level and will count as that level's pick.

7. Coaches will be present for the entirety of the draft. If a coach or a representative cannot attend the draft, the player agent will pull names randomly for that team.
8. Once the draft is complete, teams will be set. No players will be moved from any teams unless there are extreme extenuating circumstances.
9. Players that do not attend evaluations will be randomly placed on teams and in order of the next available team based on the draft order. Any player who registers after evaluations have been completed will be placed on the next team in the draft order. For example, if the draft ends with team 3 making the last pick, team 4 will receive the next player that did not attend the evaluation or the next registrant. Team 5 will receive the next player and so on.

XVIII. AAA LEAGUE DRAFT AND TEAM ORGANIZATION

A. Eligibility: All 9,10, and 11-year-old players. Also, 12-year-old players that sign a waiver for safety reasons. All 9-12-year-old children will be invited for an evaluation for the AAA League (9- year-old players will not be eligible for the major league draft).

B. The AAA league will “start fresh” each season, with no players assigned to any team. Each team will have a manager’s and coach’s option. The Player Agent will determine the order of draft in a random fashion, and the draft will proceed in an order of first to last and then last to first in alternating rounds. I.e., 1-2-3-4-5-5-4-3-2-1.

C. Age group: 9, 10, 11 and 12-year-old age groups. All players not selected to the Major league level will be eligible to play at the AAA level

D. Any players that sign up after the draft is complete will be assigned to a team based on the draft order established by the player agent.

XIX. MAJOR LEAGUE DRAFT AND TEAM ORGANIZATION

1. Draft positions will be determined by each team’s winning percentage from the previous season including any playoff games played. Worst percentage will pick first, next worst percentage will pick 2nd and so on. Ties will be broken in the same fashion as ties are broken for playoff seeding. Teams will draft in the same order in each round. 1-A: All teams requiring (8) or more draft picks will be given a bonus pick at the end of Round 4 as stated in Little League draft rules. If more than one team meets this requirement, order of bonus pick selection will follow regular draft order. (i.e.- Team with 4 th overall draft pick will exercise bonus pick before Team with 7 the overall pick...etc.). Fifth Round will resume with normal draft order.

2. The draft rights of a player drafted by a major league team that elects to stay in AAA shall remain property of the team that drafted the player initially. The manager of that team shall have the right to return that player to the draft pool should he not wish to retain his rights.

3. A manager’s option must be exercised in the 3rd round. A coach’s option must be exercised in the 2nd round. Coach’s option players must have played in TREL within the previous two (2) years. A Manager must declare their child as an option, or the child will not be permitted to be drafted on the team he/she manages. Any player released from a team and put back into the draft, may not be taken by another team as a Coach’s option.

4. There will be no more than eight (8) players of any single age (10,11 or 12) on any team. The Player Agent will determine, prior to draft, the number of 12 years old per team
5. In order to be placed on a Major league team in TRELLE, all 10, 11 and 12-year-old players must try-out. If not drafted to a Major League team the player will be drafted on a AAA team.
6. Any 10, 11, or 12-year-old player not trying-out will not be eligible for all-star play, except for manager's, coach's and brother's options.
7. All manager and coach's options must be declared 48 hours prior to the draft. The date to be determined by the Player Agent and/or Vice President of Baseball Operations.
8. If a player resigns, the manager must replace him within 72 hours. If the manager doesn't replace the player within 72 hours, the player agent will assign a player to the team to round out the team roster.
9. Brother/sister Option: Effective for all divisions. This option must be exercised in the 4th round when there is already a brother/sister on an existing team. In the event of multiple brother options, that selection will occur in each following round. The option(s) must be declared before the draft. This option is at the Manager's discretion, not the choice of the parents. It is incumbent upon the manager to speak with the family prior to the tryouts.

XX. SENIOR LEAGUE DRAFT AND TEAM ORGANIZATION

1. The Senior league will "start fresh" each season, with no players assigned to any team. Each team will have a manager's and coach's option. The Player Agent will determine the order of draft in a random fashion, and the draft will proceed in an order of first to last and then last to first in alternating rounds. I.e., 1-2-3-4-5-5-4-3-2-1.
2. A Manager's option must be exercised in 3rd round. A Manager must declare their child as an option, or the child will not be permitted to be drafted on the team they manage. A Coach's option must be exercised in the 2nd round. Brother options will remain the same as outlined in the Major section of Draft. Any player released from a team and put back in the draft cannot be taken as a Coach's option for another team. All Manager and Coach's options must be declared 48 hours prior to the draft. 3. All unassigned 14, 15, and 16-year-old players must try out for the Senior leagues. All 15 and 16-year-old players must play in the Seniors.

XXI. JUNIOR LEAGUE DRAFT

- A. The junior league will "start fresh" each season, with no players assigned to any team. Each team will have a manager's and coach's option. The Player Agent will determine the order of draft in a random fashion, and the draft will proceed in an order of first to last and then last to first in alternating rounds. I.e., 1-2-3-4-5-5-4-3-2-1.
- B. Any 13/14 player who wishes to register after the teams are selected will be assigned to a team by the Junior Player Agent