

Sundown Little League (#405-08-13)
2010 By-Laws

1. All local league rules contained herein shall be in effect and remain in effect for the entire baseball/softball year. All local rules shall be reviewed and approved by a simple majority of the Board of Directors for the 2010 year 30 days prior to the beginning of the season.
2. Each manager, coach, board member, and snack bar manager shall satisfactorily clear a criminal history record background check before assuming duties as a volunteer at Sundown Little League. Also, any Sundown volunteer who provides regular service to the league and/or has repetitive access to, or contact with, players or teams must satisfactorily clear a sex offender registry background check.
3. Team Managers and Coaches will be appointed annually by the President, and must be approved by the Board of Directors.
4. New managers will be provided with an orientation to Sundown Little League prior to assuming duties.
5. Managers and coaches are required to attend all Sundown Little League field maintenance days. A minimum of two (2) representatives from each team must attend.
6. Disciplinary action for managers and coaches will be evaluated and ruled upon by the President and Board of Directors. Before disciplinary action is taken, the manager and/or coach shall be given notice and the opportunity to address the Board of Directors.
7. Any player, coach or manager ejected during regular season play must have prior Sundown Little League Board of Directors approval for any All-Star selection.
8. Managers and coaches shall have in their possession medical release forms for all team players during practice and games.
9. Managers and coaches are responsible for the conduct of the players. Verbal abuse by parents and spectators is not tolerated by Sundown Little League.
10. Game schedules will be prepared under the direction of, and must be approved by the President and Board of Directors.
11. Make-up, rainout and tournament games will be rescheduled by the President and the appropriate administrator. Managers of the teams involved will also be responsible for acquiring umpires for these games.
12. All make up games will be played before the tournament, as time permits.
13. Refer to rule 3.10 (A) regarding the fitness of playing fields. Any person who fails to comply with this rule is subject to disciplinary action.

14. Player, manager and coach ejections shall be conducted pursuant to Rule 4.07 and 9.05 (a), (b) and (c).
15. Both teams are responsible for: 1) preparing playing fields for play; 2) ensuring dugouts and stands are cleaned after games and; 3) emptying trash containers after games. Team sodas will be dispensed after verification that there is no trash in the dugouts or in the stands.
16. Umpires must have successfully completed the approved District 8 Umpire Clinic on February 26-28, 2010 before the beginning of the season, and will be responsible for their assignments and for their actions on the field. Umpires will be appointed by the President, and must be approved by the Board of Directors.
17. The home plate umpire will submit a completed safety report form to the Safety Officer after each game.
18. In addition to Regulation III (d), managers shall: a) not leave a player unattended; b) notify parent or guardian immediately; c) notify the Safety Officer and the Player Agent the day of the injury; d) provide a written report to the Safety Officer; e) if medical attention is necessary, ensure a medical release to play baseball from the players physician is submitted to the Safety Officer or Player Agent prior to returning to practice or play. This rule is strictly enforced and practices or play will be suspended until the player is removed from the playing field; f) upon a physical injury, the manager will contact the player's parent/guardian.
19. All parents or authorized representatives of Player Members are required to render service in Sundown's snack bar a minimum of one (1) shift per player during the regular season.
20. All male players (Level Farm and above) will wear an athletic supporter and a hard cup during practice and games. Soft-cup permitted in T-Ball.
21. A batter's helmet with face mask is mandatory for the Major and Minor levels and all Softball levels. A batter's helmet with face mask will be distributed with the T-Ball, Farm, Junior and Senior Division team's equipment to allow player's choice of batting helmet with or without mask.
22. After any missed umpire assignment, only 1 adult (manager/coach/team representative) is allowed in the dugout for the team's next physically played game – base coaching may be performed by players. Additional violations are subject to decision of the Board of Directors including but not limited to loss of All Star representation. The President, Division Administrator and one other board member may grant a waiver on this rule with a 2-1 or 3-0 vote.
23. A team may not practice with catcher's gear, bats, helmets, etc. until the team manager and/or coach(s) successfully complete the umpire/coach clinic. (Gloves and baseballs only, may be used)

24. Prior to each game, the manager will show the umpire his/her team's medical releases.
25. Tobacco, including chewing tobacco and unlit cigarettes, products are not allowed to be used on Sundown or school property, including parking lots. Smoking is allowed outside the gates only.
26. The home team manager (or representative) of the last game is required to stay with the snack bar manager to secure the snack bar and premises.
27. Team snacks from outside vendors (or stores) are not permitted at the facility.
28. All teams will practice at least once per week.

2010 Senior Division Rules

1. Baseball players must be ages fourteen (14) to sixteen (16) years of age by April 30th of the playing season.
2. Softball players must be ages fourteen (14) to sixteen (16) years of age by December 31st of the playing season.
3. Managers must have a minimum of two (2) years experience coaching at any level higher than T-Ball, unless approved by the Sundown Little League Board of Directors.

2010 Junior Division Rules

1. Baseball players must be ages thirteen (13) to fourteen (14) years of age by April 30th of the playing season. Twelve (12) years olds may play with Board approval.
2. Softball players must be ages thirteen (13) to fourteen (14) years of age by December 31st of the playing season.
3. Managers must have a minimum of two (2) years experience coaching at any level higher than T-Ball, unless approved by the Sundown Little League Board of Directors.

2010 All-Stars: Junior/Senior Division

1. The manager of the All-Star team will be appointed by the President and approved by the Sundown Little League Board of Directors and may be from the Junior or Senior Divisions.
2. The selected manager must choose coaches from the Junior and/or Senior Division; however, coaches must be approved by the Sundown Little League Board of Directors.
3. Only thirteen (13) players will be on the All-Star roster.
4. Junior/Senior managers will recommend twelve (12) players each. The President, Senior Vice President and Player Agent will determine the final thirteenth (13th) player.

2010 Major Division Rules

1. Baseball players must be ages ten (10) to twelve (12) years of age by April 30th of the playing season.
2. Softball players must be ages ten (10) to twelve (12) years of age by December 31st of the playing season.
3. Players must wear the approved uniform including Little League patches provided by the league. At no time are players permitted to wear unapproved shorts, cutoffs, or jewelry.
4. Games will be forfeited due to lack of players, unless approved by the Board of Directors prior to the scheduled game.
5. Home Team chooses dugout.
6. Each team is permitted to have a maximum of one (1) manager and two (2) coaches in the dugout during the game.
7. Managers must have a minimum of two (2) years baseball coaching experience at any level higher than T-Ball, unless approved by the Sundown Little League Board of Directors.
8. Teams using the Kelley Field or Handley Field for practice must leave the field at least one (1) hour prior to a scheduled game for field set up.
9. Immediately after each game, both managers and the head umpire will verify the accuracy of the official score book for minimum play requirements and pitch count records. Both managers and head umpire must sign the official scorebook.
10. The Major Division will consist of two (2) divisions. One (1) division containing all baseball major teams, and one (1) division containing all softball major teams.
11. Team Composition and Draft
 - a) Sundown Little League will use the Draft System, Method in First Year of Operation, Plan B, as outlined in the Little League Manual. Option picks will be allowed under the conditions outlined in Plan B. Trading of players is not permitted unless approved by the Sundown Little League Board of Directors.
 - b) Players who do not try out are not eligible for the Major Division.
 - c) The Major roster is twelve (12) players.

12. Replacements

In the event a major team loses a player, the manager of the affected team will have a maximum of ten (10) days to select a replacement player from the Minor Division. Minor Division players must have participated in try outs to be eligible to move to a Major Division team. The selection of a Minor Division player must occur prior to the last two (2) weeks of regular season play. If a selection is not completed with the required time period, a player will be selected by the Player Agent from a separate rating list submitted by a competent past or present manager from the Major Division.

13. All players will be listed on the batting order and will bat around in order regardless of their defensive status. There are no on-deck circles and all players not batting, on base or coaching a base are required to remain in the dugout.

14. Post Season Play - Tournament

- a) The end of the year tournament will be based on the final regular season standing. These will be games played after opening day against Sundown Little League and inter league play.
- b) In the event two teams tie for a position in the final standing, the higher seed shall be determined using the following tie-breaker formula:
 1. The winner of the season series between two teams involved shall be declared the higher seeded team in the tournament. (Head to head record)
 2. If still tied, the team with the win-loss record in Sundown League games against common opponents beginning at the top of the standing and working down the standing until the tie is broken shall be declared the higher seeded team. Ties among teams at the top of standings should be broken first to establish a ranked order.
 3. If still tied, the higher seeded team shall be determined by a coin toss conducted by the President of the league.
- c) In the event more than two teams tie for a position in the final standing, the higher seed shall be determined using the following tie-breaker formula:
 1. The team shall be ranked based on win-loss record against the other tied teams. If a team is ranked ahead of the other teams, it shall receive the higher seed and the remaining teams shall be seeded based on the two way tie-breaker formula.

2. If more than two teams are still tied, the teams shall be ranked based on win-loss record against the other tied teams. If a team is ranked behind the other teams, the remaining teams (if still based on wins and losses against the other tied teams) shall be seeded based on the two way tie breaker.
3. If more than two teams are still tied, the team shall be ranked based on the best win-loss record in the Sundown League games, beginning at the top of standing and working down the standing. Ties among teams at the top of standing should be broken first to establish a ranked order. If a team is ranked ahead of the other team, it shall receive the higher seed, and the remaining teams shall be seeded based on the two way tie breaker formula.
4. If still tied the higher seeded team shall be determined by a coin toss conducted by the President of the league.

d) 4 Teams Tournament

1. Semi Finals:
#4 seed will play the #1 seed.
#3 seed will play the #2 seed.
#1, and #2 seed will have choice to be home or visitor.
The winner advances to the finals.
2. Finals:
Semi final winners will play in a best two out of three tournament.
#1 seed will have choice to be home or visitor.
The winner advances to T.O.C. and will be the tournament champion.
#1 seed will be the regular season champion.

e) 5 Teams Tournament

1. Quarter Finals:
#5 seed will play the #4 seed.
#4 seed will have the choice to be home or visitor.
The winner will advance to quarter finals.
2. Semi Finals:
Quarter Final winner will play the #1 seed.
#2 seed will play the #3 seed.
#1 and #2 seed will have choice to be home or visitor.
The winner advances to the finals.

3. Finals:
Semi final winners will play in a best two out of three tournament.
The highest seed will have choice to be home or visitor for the first game, then alternate thereafter.
The winner advances to T.O.C. and will be the tournament champion.
#1 seed will be the regular season champion.

15. Hall of Fame Game Selection

- a) In a one (1) division, five (5) team format, players will vote for six (6) players from their own team and may not vote for themselves. All Major Division Managers will nominate six (6) players from their own team to be used in the event of a tie. In circumstances where the number of teams in the division is other than five (5), then the number of players voted upon by players and managers will reflect a total number that can be split into two (2) equal teams. In any situation, there will be a minimum of 24 players selected. No alternates will be selected.
- b) Players with the most votes will be named to the Major Division Hall of Fame Team. In the event there are uneven rosters, the Player Agent will complete the All-Star rosters using the managers' selection lists or by adding additional votes per player.
- c) Voting calculations will be conducted by the Player Agent and at least one other board member.
- d) Players will not be informed on how they were selected.
- e) Hall of Fame players will be divided evenly, creating a red and a blue team. The managers for the Hall of Fame game will be chosen from the two teams in the championship game or from the two (2) teams with the best overall records.
- f) It is recommended that managers play each player equally in the Hall of Fame game.
- g) The Major Division All-Star game is an exhibition game and will be played on closing day on Kelley Field.
- h) The President will submit an "Application for Special Games" in compliance with Regulation IX.

2010 Minor Division Rules

1. Baseball players must be ages eight (8) to twelve (12) years of age by April 30th of the playing season. Twelve (12) year olds must receive a waiver by the Board of Directors, District 8 and Little League International. Twelve (12) year olds may not pitch.
2. Softball players must be ages eight (8) to twelve (12) years of age by December 31st of the playing season. Twelve (12) year olds may not pitch.
3. Players must wear the approved uniform including little league patches provided by the league. Batting helmets must be worn by all batters and base runners at all times. At no time will players be permitted to wear shorts, cutoffs, or jewelry.
4. Games will be forfeited due to lack of players, unless approved by the Board of Directors prior to the scheduled game.
5. Home Team chooses dugout.
6. Teams using Handley Field or Kelley Field for practice must leave the field at least one (1) hour prior to a scheduled game for field set up.
7. Each team is permitted to have a maximum of one (1) manager and two (2) coaches in the dugout during the game.
8. The five (5) run rule per inning will be in effect through the end of the fifth inning. Please refer to the Little League Rule Book.
9. The ten (10) run rule will be in effect in the Minor Division after the 5th inning.
10. Offensive Play
 - a) All players will be listed on the batting order and will bat around in order regardless of their defensive status. There are no on-deck circles and all players not batting, on base or coaching a base are required to remain in the dugout.
 - b) One adult manager or coach, and one player will be allowed to coach at either base when their respective team is a bat. Base coaches may not interfere with a base runner by touching the runner at any time. If, in the opinion of the umpire, the outcome of a play is affected by a coach touching a runner, the runner may be called "out."
11. Substitutions will be made in accordance with Little League Rule 3.03.

12. No inning will start after two (2) hours and twenty (20) minutes after the first pitch of the game. The start of an inning is when the pitcher delivers the ball to the batter. Innings started before two (2) hours and twenty (20) minutes will be completed, unless a game is called due to darkness, lightning etc.
13. Immediately after each game, both managers and the head umpire will verify the accuracy of the official scorebook for minimum play requirements and innings pitched and by whom. Both managers and head umpire must sign the official scorebook.
14. The home team manager or representative is required to stay with the snack bar manager to secure the snack bar and premises.
15. Team Composition and Draft
 - a) Sundown Little League will use the Draft System, Method in First Year of Operation, Plan B, as outlined in the Little League Manual. Option picks will be allowed under the conditions outlined in Plan B. Trading of players is not permitted unless approved by the Sundown Little League Board of Directors.
 - b) Players who do not try out will be placed on a team as approved by the Player Agent.
 - c) Unless a team has an insufficient number of players, new players are assigned by the Player Agent in the order the teams drafted, beginning where the draft concluded.
 - d) Ten, (10), eleven (11) and twelve (12) year olds who participate in try outs are eligible to be drafted to a Major Division team. When a vacancy occurs on a Major Division team, the affected team's manager will select an eligible player (a player who did not refuse to be drafted to the major division) from any Minor team, except during the last two (2) weeks of the season.
 - e) Once a Minor player declines to be selected to a Major Division, the player may not be selected to another Major Division team.
 - f) The recommended Minor roster is twelve (12) players. Teams will consist of a maximum of fourteen (14) players. The manager must agree to take a fourteenth (14) player.
16. Post Season Play - Tournament
 - a) The end of the year tournament will be based on the final regular season standing. These will be games played after opening day against our league and inter league play.
 - b) In the event two teams tie for a position in the final standing, the higher seed shall be determined using the following tie-breaker formula:

1. The winner of the season series between two teams involved shall be declared the higher seeded team in the tournament. (Head to head record)
 2. If still tied, the team with the win-loss record in Sundown League games against common opponents beginning at the top of the standing and working down the standing until the tie is broken shall be declared the higher seeded team. Ties among teams at the top of standings should be broken first to establish a ranked order.
 3. If still tied, the higher seeded team shall be determined by a coin toss conducted by the President of the league.
- c) In the event more than two teams tie for a position in the final standing, the higher seed shall be determined using the following tie-breaker formula:
1. The team shall be ranked based on win-loss record against the other tied teams. If a team is ranked ahead of the other teams, it shall receive the higher seed and the remaining teams shall be seeded based on the two way tie-breaker formula.
 2. If more than two teams are still tied, the teams shall be ranked based on win-loss record against the other tied teams. If a team is ranked behind the other teams, the remaining teams (if still based on wins and losses against the other tied teams) shall be seeded based on the two way tie breaker.
 3. If more than two teams are still tied, the team shall be ranked based on the best win-loss record in the Sundown League games, beginning at the top of standing and working down the standing. Ties among teams at the top of standing should be broken first to establish a ranked order. If a team is ranked ahead of the other team, it shall receive the higher seed, and the remaining teams shall be seeded based on the two way tie breaker formula.
 4. If still tied the higher seeded team shall be determined by a coin toss conducted by the President of the league.
- d) 4 Teams Tournament
1. Semi Finals:
#4 seed will play the #1 seed.
#3 seed will play the #2 seed.
#1, and #2 seed will have choice to be home or visitor.
The winner advances to the finals.

2. Finals:
Semi final winners will play in a best two out of three tournament.
#1 seed will have choice to be home or visitor.
The winner advances to T.O.C. and will be the tournament champion.
#1 seed will be the regular season champion.

e) 5 Teams Tournament

1. Quarter Finals:
#5 seed will play the #4 seed.
#4 seed will have the choice to be home or visitor.
The winner will advance to quarter finals.
2. Semi Finals:
Quarter Final winner will play the #1 seed.
#2 seed will play the #3 seed.
#1 and #2 seed will have choice to be home or visitor.
The winner advances to the finals.
3. Finals:
Semi final winners will play in a best two out of three tournament.
The highest seed will have choice to be home or visitor for the first game, then alternate thereafter.
The winner advances to T.O.C. and will be the tournament champion.
#1 seed will be the regular season champion.

17. Hall of Fame Game Selection

- a) In a one (1) division, five (5) team format, players will vote for six (6) players from their own team and may not vote for themselves. All Minor Division Managers will nominate six (6) players from their own team to be used in the event of a tie. In circumstances where the number of teams in the division is other than five (5), then the number of players voted upon by players and managers will reflect a total number that can be split into two (2) equal teams. In any situation, there will be a minimum of 24 players selected. No alternates will be selected.
- b) Players with the most votes will be named to the Minor Division Hall of Fame Team. In the event there are uneven rosters, the Player Agent will complete the All-Star rosters using the managers' selection lists or by adding additional votes per player.
- c) Voting calculations will be conducted by the Player Agent and one other board member.
- d) Players will not be informed on how they were selected.

- e) Hall of Fame players will be divided evenly, creating a red and a blue team. The managers for the inner league Hall of Fame game will be chosen from the two teams in the championship game or from the two (2) teams with the best overall records.
- f) In a one (1) division format, there will be a blind draft for pitchers, followed by a blind draft for the remaining players.
- g) It is recommended that managers play each player equally in the Hall of Fame game.
- h) The Minor Division Hall of Fame game is an exhibition game and may be played on closing day on Kelley Field.
- i) The President will submit an “Application for Special Games” in compliance with Regulation IX.

2010 Farm Division Rules

1. Baseball players must be ages seven (7) to nine (9) years [(10) years with board approval] of age by April 30th of the playing season.
2. Softball players must be ages seven (7) to nine (9) years [(10) years with board approval] of age by December 31st of the playing season.
3. Players must wear the approved uniform including Little League patches provided by the league. At no time will players be permitted to wear shorts, cutoffs, or jewelry. Baseball/Softball pants are permitted, however, are not provided by the league.
4. A first aid kit and ice packs will be kept at the Farm diamond.
5. Each team is permitted to have a maximum of one (1) manager, two (2) coaches and one (1) team parent in the dugout during the game. Note: This rule is in affect only if a waiver has been approved by the Little League Charter Committee.
6. Home Team chooses dugout.
7. Teams using the Farm field for practice must leave the field at least one (1) hour prior to a scheduled game for field set up.
8. During a tournament, the five (5) run rule will be in effect through the end of the fifth inning.
9. No standings will be kept during the season. However, scorebooks will be kept to verify minimum playing time.
10. Farm Division games will not exceed two (2) hours, or one half (½) hour after sunset, whichever is sooner. No inning will start after one (1) hours and fifty (50) minutes after the first pitch of the game. The start of an inning is when the pitching machine delivers the ball to the batter. This rule will not be in effect during the tournament.
11. Team Composition and Draft
 - a) The recommended Farm roster is twelve (12) players. Teams will consist of a maximum of fourteen (14) players. The manager must agree to take a fourteenth (14) player.
 - b) Unless a team has an insufficient number of players, new players will be assigned by the Player Agent in the same order the teams drafted, beginning where the draft concluded.
12. Defensive Play
 - a) All players shall play a minimum of three (3) innings (9 defensive outs).

- b) Players will not play more than two (2) innings at any one (1) position during the game. All players will play a minimum of one (1) inning at both an infield and outfield position during the game.
- c) Each team will be allowed to position two (2) coaches in the outfield.
- d) If the pitched ball is not hit, the ball is dead, and the catcher may throw the ball directly to the adult pitcher. The player pitcher must remain in the pitching circle and behind the chalk line until the ball is hit by the batter.
- e) The play is over when the player pitcher has control of the ball while in the pitching circle.
- f) The defensive team will place ten (10) players in the field. Four (4) outfielders playing at normal outfield depth will be used. There is no Rover position.
- g) One base is allowed on an overthrow to the pitcher and the ball is immediately declared dead.
- i) Outs will be called. Inning is over after three (3) outs or five (5) runs.

13. Offensive Play

- a) All players will be listed on the batting order. There are no on-deck circle and all players not batting or on base are required to remain in the dugout.
- b) Base coaches shall be adult managers or coaches of their own team. Base coaches may not interfere with a base runner by touching the runner at any time. If, in the opinion of the umpire, the outcome of a play is affected by a coach touching a runner, the runner may be called "out."

14. Pitching Machine

- a) Manager or Coach from non-playing teams will place balls into pitching machine and umpire game.
- b) A maximum of seven (7) pitches will be delivered to the batter or three swinging strikes. If batter does not make contact during these seven (7) pitches, the batter is out. If, on the last pitch, contact is made and the ball is batted foul, one more pitch will be delivered.
- c) There will be no walks on balls.
- e) If a hit ball comes in contact with the pitching machine, the play will be rendered dead. The batter will go to first base, advancing all forced runners.

15. Base Runners
 - a) Stealing may be permitted in the second half with board approval.
16. Bunting is permitted.
17. Tournament
 - a) A double elimination tournament may be held during the end of the season. Seeding for the tournament is based on the team's number from the schedule.
18. Hall of Fame Selection
 - a) In a one (1) division, six (6) team format, players will vote for four (4) players from their own team and may not vote for themselves. All Farm Division Managers will nominate four (4) players from their own team to be used in the event of a tie. In circumstances where the number of teams in the division is other than six (6), then the number of players voted upon by players and managers will reflect a total number that can be split into two (2) equal teams. In any situation, there will be a minimum of 24 players selected. No alternates will be selected.
 - b) Players with the most votes will be named to the Farm Division Hall of Fame Team. In the event there are uneven rosters, the Player Agent will complete the Hall of Fame rosters using the managers' selection lists or by adding additional votes per player.
 - c) Voting calculations will be conducted by the Player Agent and at least one other board member.
 - d) Players will not be informed on how they were selected.
 - e) Hall of Fame players will be divided evenly, creating a red and a blue team.
 - f) It is recommended that managers play each player equally in the Hall of Fame game.
 - g) Farm Hall of Fame managers will be the managers from the championship game.
 - h) It is recommended that the Hall of Fame managers Farm recruit coaches and managers from the other teams in their division.
 - i) The Farm Division Hall of Fame game is an exhibition game and may be played on closing day on Kelley Field.
 - j) The President will submit an "Application for Special Games" in compliance with Regulation IX.

2010 Tee Ball Rules

1. Players must be age five (5), six (6) or seven (7) by April 30th of the playing season.
2. Players must wear the approved uniform including Little League patches provided by the league. At no time are players permitted to wear shorts, cutoffs, or jewelry. Baseball pants are permitted, however, are not provided by the league.
3. Players will be designated to teams by the Player Agent and Tee Ball Administrator with the first priority to balance each team with regard to age. One manager and two (2) coaches will allowed.
4. All weekday games will start promptly at 5:30 P.M. (unless otherwise specified). Games are three (3) innings. No new inning may start after one hour's time.
5. NO SCORE BOOK WILL BE USED DURING TEE BALL GAMES FOR ANY REASON.
6. The distance between bases shall be fifty (50) feet. A fifteen (15) foot dead ball line will be between home plate and the pitcher's mound area for each game.
7. Three (3) outs do not end an inning. An inning is over when all players for both teams have batted. When an out is made, the player will return to the dugout.
8. Defensive play
 - a) Every player present shall play a designated defense position each inning. All players are to be rotated into different positions each inning. A maximum of six (6) players will play the infield, with remaining players situated in the outfield.
 - b) Infielders may not position themselves in the baseline and may not block bases. Runners shall have the right-of-way. No player will be positioned inside the dirt infield, before the ball is hit, except for the pitcher and catcher.
 - c) Players may play only one position on defense during an inning, except when an injury occurs.
 - d) A maximum of three (3) adults shall be allowed on the field of play during defensive play. Managers/coaches may stand behind defensive players in the outfield to instruct players on how to make a play. At no time may a manager or coach interfere with play. Managers and coaches are permitted at the end of a play to call "time out" and instruct their player for not longer than one (1) minute.
 - e) Pitchers must remain on the rubber/line prior to the ball being hit by a batter.

9. Offensive play

- a) All players present shall bat each inning with the batting order being reversed in the second inning. There is no on-deck circle and all players not batting or on base are required to remain in the dugout.
- b) Three (3) soft toss pitches will be delivered to the batter by offensive manager or coach. If the batter doesn't hit a toss, the batting tee will be used. If a tee is used, the manager or coach for the team batting is responsible for setting up the batting tee, placing the ball on the batting tee and removing the batting tee when a runner approaches home plate. Players or spectators will not be allowed to alter or remove the batting tee.
- c) Runners must stay in contact with the base until the ball is batted. A runner is automatically out if after a verbal warning and instruction from the manager or coach this rule is violated again.
- d) Runners advance only one base, unless ball is hit beyond the outfielders. In that case, the runner will be allowed an additional base and players on base will advance accordingly. The last batter may run all of the bases.
- e) Foul ball - the rules are the same as baseball, however any batted ball, which does not travel out of the designated dead ball territory, shall be ruled a "dead ball." Base runners may not advance, nor defensive plays be made on base runners in the event of a foul ball or dead ball situation.
- f) Managers and coaches shall position themselves at first and third bases for the purpose of coaching base runners. Players may not be used to coach bases.

10. Batters box

- a) A batter is automatically out if he or she throws the bat after a verbal warning and instruction from the manager or coach.
- b) The manager or coach may position a batter in the batter's box once to instruct the batter on the correct batting stance. The manager or coach may stand behind the catcher to instruct the batter on how to hit the ball. At no time may a manager or coach interfere with play.

2010 All-Star Rules

1. Major Division All-Star Selection

- a) The manager of the All-Star team will be appointed by the President and approved by the Sundown Little League Board of Directors and must be from the Major Division.
- b) The selected manager must choose coaches from the Major Division; however, coaches must be approved by the Sundown Little League Board of Directors.
- c) Eleven (11) and Twelve (12) year old players are eligible to be selected to the All-Star team.
- d) League players will vote for six (6) eligible players. Major Division managers and one coach from each team will vote for twelve (12) eligible players and may vote for players on their own team. All votes will be combined.
- e) An average composite ranking for each player will be completed by combining the results of the player's votes and manager/coach's votes. The twelve (12) players with the highest composite ranking will be selected to the All-Star team. The manager with approval from the President will select the thirteenth (13) player.
- f) All-Star calculations shall be done by the Player Agent, President and at least one (1) board member not associated with the selection process.
- g) After All-Star calculations, a meeting will be held with all of the Major Managers, Major Administrator, All-Star Manager, President and Player Agent. If all of the Managers agree to remove a selected player, the player will be removed and replaced with the next player who has the highest composite ranking. Players will not be told of their ranking.

2. 10-11 Year Old All-Star Selection

- a) The manager of the All-Star team will be appointed by the President and approved by the Sundown Little League Board of Directors and may be from the Major or Minor Divisions.
- b) The selected manager may choose coaches from the Major or Minor Divisions; however, coaches must be approved by the Sundown Little League Board of Directors.
- c) The 10-11 All-Star team roster may consist of up to thirteen (13) players.

- d) The 10-11 All-Star team selection committee will consist five (5) representatives and one (1) representative from the Major and Minor Divisions will be included. Representatives shall be approved by the Board of Directors. The selection committee will not include the manager of the team.
- e) All-Star calculations shall be done by the Player Agent, President and at least one (1) board member not associated with the selection process. Each players highest and lowest score will be dropped.
- f) After All-Star calculations, a meeting will be held with all of the Major Managers, Minor Administrator, All-Star Manager, President and Player Agent. If all of the Managers agree to remove a selected player, the player will be removed and replaced with the next player who has the highest composite ranking. Players will not be told of their ranking.
- g) To be eligible to be selected to the 10-11 All-Star team, a player must have participated in the All-Star try out and played at least 60% of the regular season. 10 year olds who try out, but are not selected to the 9-10 team are eligible for the 10-11 team.
- h) The Sundown Little League Board of Directors will determine the number of teams to represent the league in the All-Star tournament.

3. 9-10 Year Old All-Star Selection

- a) The manager of the All-Star team will be appointed by the President and approved by the Sundown Little League Board of Directors and may be from the Major or Minor Divisions.
- b) The selected manager may choose coaches from the Major or Minor Divisions; however, coaches must be approved by the Sundown Little League Board of Directors.
- c) The 9-10 All-Star team roster will consist of thirteen (13) players.
- d) The 9-10 All-Star team selection committee will consist of five (5) representative and one (1) representative from the Major and Minor A Divisions will be included. Representatives shall be approved by the Board of Directors. The selection committee will not include the manager of the team.
- e) All-Star calculations shall be done by the Player Agent, President and at least one (1) board member not associated with the selection process. Each players highest and lowest score will be dropped.

- f) After All-Star calculations, a meeting will be held with all of the Minor Managers, Minor Administrator, All-Star Manager, President and Player Agent. If all of the Managers agree to remove a selected player, the player will be removed and replaced with the next player who has the highest composite ranking. Players will not be told of their ranking.
- g) To be eligible to be selected to the 9-10 All-Star team, a player must have participated in the All-Star try out and played at least 60% of the regular season.
- h) The Sundown Little League Board of Directors will determine the number of teams to represent the league in the All-Star tournament.