

2014 HERMITAGE LITTLE LEAGUE PLAYING RULES & MANUAL
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1. PRE-SEASON.

1.1 Pre-Season - Draft – Managers & Coaches

Managers may not select a coach prior to the draft.

1.2 Pre-Season - Draft – New Teams Yearly

Teams in all leagues will be redrafted every year.

1.3 Pre-Season - Draft – Player selection.

All drafts will be serpentine and done by age. Draft order is reversed for each subsequent age level drafted.

1.4 Pre-Season - Draft –Manager’s Children AND SIBLINGS

Manager’s children will be handled in the following manner. Managers shall rate the manager’s children as A or B players prior to the draft. Ratings will be assigned with each manager having a vote and the consensus rating being applied to the child. Managers children receiving an A rating must be selected by the 2nd round or be available to all other teams. Managers children receiving a B rating must be selected by the 3rd round or be available to all other teams. **SIBLINGS WILL BE HANDLED BY AN OPTION AGREED UPON BY ALL MEMBERS PRIOR TO THE DRAFT AND IN ACCORDANCE WITH LITTLE LEAGUE RULES.**

1.5 Pre-Season - League Fees

League fees/registration costs will be reviewed and/or adjusted bi-annually.

1.6 Pre-Season - Mgr/Coach Eligibility

All Managerial and Coaching candidates **MUST** participate in a Coaching/Safety clinic in order to be eligible for consideration as a Manager and/or Coach. The Coaching/Safety Clinic shall be held prior to the start of each season. All candidates must read and acknowledge receipt and understanding of the Hermitage Little League Playing Rules and Regulations as well as the Official Little League Rules. The coaching/safety clinic will address the following: Field Maintenance responsibilities, Coaching and Player safety.

1.7 Pre-Season – Manager Selection

Managers will be selected at a special meeting of the Board of Directors to be held the week prior to tryouts in March. The President will submit a slate of Managers for the Board to consider. The Board may present additional candidates. Each Board member will have One Vote for each Managerial Position to be filled. The top vote getters, receiving a majority number of votes, will be appointed Managers for the respective leagues. The vote will be repeated until all positions are filled by candidates receiving a majority number of votes. The majority vote amount necessary will be determined/based upon the number of Board Members participating in the vote.

1.8 Pre-Season - Player Registration

Player Registration will be the last Saturday in January and the following Wednesday. All Board members are expected to participate in player registration.

1.9 Pre-Season - Tryouts

Tryouts will be held on the third Saturday in March, unless circumstances necessitate an alternate date as established by the Board of Directors. All players must tryout or be excused from the tryouts by the Board of Directors. Alternative tryout dates MAY be established, but are NOT guaranteed to take place.

2. SCHEDULE.

2.1. Schedule - Back to Back Games

All efforts shall be made to minimize the number of back to back games scheduled.

2.2. Schedule - Games

Schedules will vary year to year and league by league. All efforts shall be made to ensure that each team plays a minimum of 15 games in any regular season in all competitive leagues (major and farm).

2.3. Schedule - Home/Visitor

Home team will be established by the schedule of games. Home team shall occupy the dugout along the first base line. Team placement to be enforced by the umpire.

2.4. Schedule - Interleague Play

The Board of directors may authorize Interleague Play between Hermitage Little League and neighboring Little League communities.

3. REGULAR SEASON.

3.1 Season – Dates

Games will begin the next to last weekend in April, subject to conflict with any major holidays. Farm and Major LL seasons shall end in proximity to LL All-Star selection date of June 15. T-Ball and Minor League seasons shall end the last week of June.

3.2 Season - Dugouts

One (1) Manager and Two (2) Coaches are permitted in the Dugout during games. A scorekeeper may be orientated near the Dugout without entering the dugout (ie: a chair next to the dugout, at the scorer's table or in the press-box),

No Food is allowed in the dugouts at any time during any game.

3.3 Season - Games per week maximum

Each team will have a schedule of games. The schedule will attempt to provide each team with no less than two and no more than 4 games each week of the season. Teams will never be required to play more than FIVE games in any week of the season (ie: scheduled and make-up games).

3.4. Season – Ceremonial Opening Day

The Ceremonial Opening Day will be held on the second Saturday in May absent conflict with any major holidays or adverse weather.

3.5. Season - Player Discipline

Managers and coaches are responsible for the actions of their players, coaches and fans. No abusive language or actions by players, coaches or fans will be tolerated. Players are not permitted to throw bats or helmets. Any disciplinary action taken towards a player for future games must be reported to the league Vice-President or league President before any disciplinary action takes effect. If a player, manager, coach or fan is suspended for any number of games, they may not be at the game site per LL Official Rules, which shall include being within any viewable distance from the playing field during the period of suspension.

3.6. Season - Playoffs

Playoffs will begin, whenever practical, the week after the selection of All-Star Players. The top teams shall participate in the playoffs, seeded by their order of finish. Little League rules shall break all ties. The number of playoff participants will be determined by the number of teams in the league at the onset of the season. The Semi-Final games will not be played on the same day of the Championship Game, whenever possible. Playoff finals shall consist of a 3 game playoff if the schedule/calendar permits, at the Boards discretion.

3.7. Season - Practices

All practices must occur on properties covered under Hermitage Little League's policy of insurance. Each team will be assigned a minimum of two practice dates per week. After all leagues have been assigned two practice dates, teams may seek to add additional practice dates on a pro-rata basis. Practice field assignments shall continue throughout the regular season except on dates when games are scheduled. Open practice times (unscheduled or by games scheduled) are available on a first come/first served basis after the Hermitage Little League schedule of games commences.

3.8. Season - Rain outs/Wet Fields

EVERYONE shall make REASONABLE efforts to play all games as scheduled. No more than THREE (3) bags of drying agent shall be used to condition a field for play due to inclement weather. If field(s) is designated as closed NO ONE, manager, coach, player, parent, family ..., shall step onto the playing surface.

3.9. Season - Rescheduling games

Every possible effort shall be made to play games in accordance with the established schedule of games. Managers shall not attempt to play any game in conditions that will threaten the safety of the players or that may cause damage to the playing fields. The home team Manager shall notify the UMPIRE 'N CHIEF of any schedule changes, including game cancellations and make-up dates. The League Schedule maker shall reschedule the game to be played on the first available open date.

3.10. Season - Umpires

Rain-outs and postponed games SHALL be played at the EARLIEST opportunity. All rescheduled games MUST be written on the MASTER SCHEDULE maintained at the Little League facilities and the home team Manager shall notify the UMPIRE 'N CHIEF of the change in schedule. For all Major and Farm LL games the umpires shall be paid \$25/home plate and \$15 for first base and \$10 for other bases. For all Junior and Senior games the umpires shall be paid \$30/home plate and \$20 for first base.

3.11. Season - Uniforms

The League shall provide uniforms for all players, which must be worn during each scheduled baseball game. No player's names are permitted on T-Ball or Minor. T-Ball, Minor and Farm Leagues utilize Replica Major League Hats. All teams shall create/utilize uniforms with the sponsor's names.

3.12. Season - Warm Up Areas (Walt's Rule)

No players may play catch and/or warm up between the Strosser Field and American League fields AT ANY TIME.

4. PRE-GAME.

4.1. Pre-Game – Field Preparation.

Home team shall be responsible for preparing the field for play.

4.2. Pre-Game - Warm Up times

The Home team shall have the field until 5:20 Pm prior to a 6:00 pm starting time. The Visiting team would then have the field for 20 minutes for pre-game warm-ups. The Home Team shall have 10 minutes to prepare the field and establish the starting time of the game.

For all other scheduled game times, whenever time allows, the Home Team shall have the field for warm-ups until 40 minutes prior to game time,. The Visiting Team shall have 20 minutes for pre-game warm-ups. Home Team shall have 10 minutes to prepare the field. Teams are encouraged to allow their Pitchers an opportunity to warm-up on the official pitcher's mound.

If a previous game goes past the scheduled starting time of the next scheduled game, each team will have 10 minutes to use the field for pre-game warm-ups.

4.3. Pre-Game - Game Balls

The League will provide two games balls and a backup game ball for each scheduled game. Game balls will be distributed by the home team.

4.4. Pre-Game - Lineups (uniform number and position)

Lineups shall be exchanged prior to each game. Each team shall provide a Name, Uniform Number and identify the position each player is playing prior to the start of the game. All lineup changes shall be reported as required under the Official Little League Rules.

4.5. Pre-Game - National Anthem

When practical, the National Anthem should be played before each game.

4.6. Pre-Game - starting time of game

Weekday starting times shall be 6:00 pm and 8:00 pm for games under the Strosser Field lights. Saturday starting times will be scheduled at two and one-half (2 1/2) hour intervals, except for T-Ball Games. Earlier starting times may be established if deemed necessary by the Board of Directors.

4.7 Assigned fields.

All games shall finish on the field the game is started on. Games will be assigned to a specific field by date and time. Game assignments may only be modified by permission of the Field director, Umpire in chief and VP of the league and/or League Schedule maker.

5. POST-GAME.

5.1. Post-Game - Field/Dugout Duties

Each manager shall insure that the Dugouts are properly maintained before, during and after each game (i.e.: throw away bottles, cans and seeds). The Home Team Manager shall be responsible for ensuring that the field is raked/brushed and that all equipment is put away (i.e.: scoreboard controllers, rakes and brushes).

5.2. Post-Game - game summary.

The results of all games MUST be submitted to a League Webmaster upon completion of that game. All Pitch Count Forms must be signed by game Managers and submitted in the manner deemed by the Board of Directors. Game summaries for Farm, Major, Intermediate and Senior League Games must be prepared by the winning manager and submitted directly to the Sharon Herald.

6. FIELD RESPONSIBILITIES.

6.1. Field - Closing Procedures

The Home Team Manager shall be responsible for ensuring that the field is raked/brushed and that all equipment is put away (i.e.: scoreboard controllers, rakes and brushes). The Board Member assigned responsibility for that day/night of play, shall ensure that all lights are off and that the Concession Deposit is secured. Immediately after the completion of a Night Game under the Lights, three (3) Banks of lights should be turned off.

6.2 Field – PETS

NO PETS ARE ALLOWED ON LITTLE LEAGUE PROPERTY AT ANYTIME.

6.3. Field - Field Day(s)

There will be FIVE Field Days: 1) Pre-Season, two Saturdays prior to Opening Day. 2) Mid-Season (the last weekend prior to Memorial Day), 3) Pre-All Star (Upon completion of all regular season and play-off games), 4) Post All-Star (upon completion of all All-Star games) and 5) a Winter Preparation Field Day will be held immediately upon completion of the City of Hermitage's fall baseball season. The Board of Directors may schedule additional Field Days as deemed necessary.

6.4. Field – Garbage

Garbage must be inspected and/or taken to the dumpster every day.

6.5. Field – Grounds

The restrooms and grounds must be inspected daily. Restrooms must be cleaned daily.

6.6. Field – Maintenance

To be determined by Field Director.

6.7. Field - No Tobacco

No alcohol, tobacco and/or firearms are permitted on Hermitage Little League property.

6.8. Field - Press Box Rules

No more than 5 people may be in the Press Box at any time. Only people certified by the Board of Directors may be in the Press Box at any time. Food is NOT ALLOWED in the press box without permission from the Board of Directors. All waste MUST be disposed of properly in the Press Box.

7. T-BALL.

7.1 T-Ball – Innings.

T-Ball games shall be four (4) innings in length (with a 1 hour limit)

7.2 T-Ball – Continuous Batting Order

All players bat, in a Continuous Batting Order to be established by the Manager prior to the game. (LL Rules 10.010). Only 10 Fielders will play defense at one time, regardless of the number of players in the batting Order. An inning will be considered completed when the batting team completes one turn through there established batting order.

7.3 T-Ball League – Minimum Play

All players MUST play two innings per game in the field. T-Ball is an **instructional** and **educational** league and all players should be provided an opportunity to play all positions. A scorebook may be kept for organizational purposes only as there will be no running score kept for the game nor will a winner be declared upon completion of the game.

7.4 T-Ball – Pitching

A player will be designated to field the Pitcher's position but will not actually pitch to batters during the game. Each player will have three (3) pitches to hit and cannot strike out on coach pitched balls. If the ball is not put into play by the batter on the three (3) coached pitched balls, the player will use the Tee to put the ball into play.

7.5. T-Ball – Coach Participation.

Coaches are only allowed on the field of play in the following instances: Pitching, 1st Base Coach, 3rd Base Coach and behind home plate to retrieve pitched balls. Coaches will pitch to batters of their team.

7.6. T-Ball – Stealing - General

NO Stealing will be permitted.

7.7 T-Ball –Advancing Bases.

Batters may advance one base on a ball hit in play, EXCEPT when the ball is hit into the outfield area on a fly. Runners may not advance on errors or overthrows. The ball is dead once it hits the infield dirt.

7.8. T-Ball - Bunting

Bunting is NOT permitted.

7.9 T-Ball - 1-hr limit rule

When there are back to back games scheduled at one field, the ONE HOUR RULE shall apply. The ONE HOUR RULE requires that T-Ball League games be completed within ONE HOUR after the first batter. The start of an inning will be governed by the Official Little League Rules (i.e. immediately after the last out of the prior inning).

7.10 T-Ball – Outs

All players bat in a continuous batting order, but if a player is out he will be out and return to the bench. There will be unlimited outs every inning.

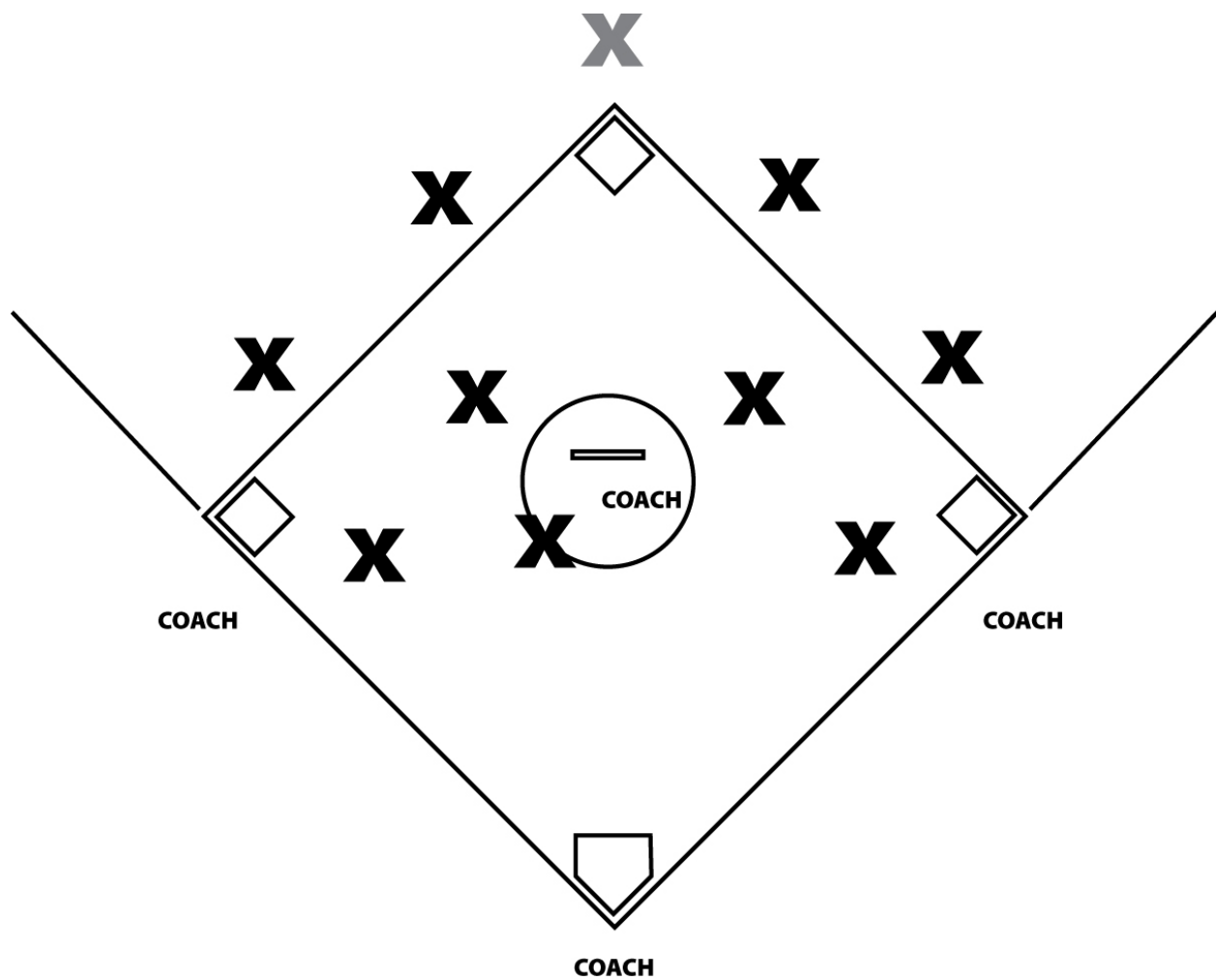
Player Rotations

Insert 5 infielders in X positions (shallow infield). Fan out remaining players 5 feet behind infield/outfield line.

Players play positions to get them familiar with positions at the T-Ball level.

Rotate players from infield/outfield each inning evenly.

Coach positions are also outlined in diagram below.



8. **MINOR-LEAGUE.**

8.1 Minor League – Official LL Rules.

Little League Rules shall govern all Minor League play subject to the following modifications.

8.2 Minor League – Continuous Batting Order

All players bat, in a Continuous Batting Order to be established by the Manager prior to the game. (LL Rules 10.010). 10 **Fielders** will play defense at one time (4 outfielders), regardless of the number of players in the batting Order. An inning will be considered completed when three outs are recorded or the batting team completes one turn through their established batting order, which ever occurs first.

8.3 Minor League – Minimum Play

All players **MUST** play three innings per game in the field. The Minor League is an **instructional** and **educational** league and all players should be provided an opportunity to play different positions. A scorebook should be kept for organizational purposes only as there will be no running score kept for the game nor will a winner be declared upon completion of the game.

8.4 Minor League – Pitching

Coaches will pitch to their own team. A player will be designated to field the Pitcher's position but will not actually pitch to batters during the game. Players will receive a maximum of 10 pitches or strikeout. After June 1st they will receive 7 pitches or strike out. The League may adopt rules allowing for kid pitching during the season.

8.5. Minor-League – Coach Participation.

Coaches are only allowed on the field of play in the following instances: Pitching, 1st Base Coach, 3rd Base Coach and behind home plate to retrieve pitched balls. Coaches will pitch to batters of their own team.

8.6. Minor League – Stealing - General

NO Stealing will be permitted.

8.7 Minor League –Advancing Bases and Play Rules

All outfielders must start 10 feet behind the infield dirt when the ball is pitched. Hash marks will be drawn on the field between the base paths from 1st and 2nd; 2nd to 3rd; 3rd and home. Batters and base runners may run until the ball is in possession of an infielder. If players are not past the hash mark once the ball has entered the infield and in possession they must go back to the previous base. Runners may advance more than one base when a ball is put into play by the batter, but may only advance ONE BASE on errors or overthrows.

8.8. Minor League - Bunting

Bunting is NOT permitted.

8.9 Minor League - 2-hr limit rule

When there are back to back games scheduled at one field, the TWO HOUR RULE shall apply. The TWO HOUR RULE requires that Minor League games be completed within TWO HOURS after the first pitch. The start of an inning will be governed by the Official Little League Rules (i.e. immediately after the last out of the prior inning).

9. FARM-LEAGUE.

9.1 Farm League – Official LL Rules.

Little League Minor League Rules shall govern all Farm League play subject to the following modifications.

9.2 Farm League – Continuous Batting/Minimum Play

Hermitage Little League has adopted a “continuous batting order” under Little League Rule 4.04. All players MUST play three innings in the field and have 1 at bat per game. All substitutes must enter the game by the third inning. A starter may re-enter the game once his substitute has played 1 inning in the field and completed 1 at bat.

9.3 Farm League – Minimum Pitch rule for 9 year olds.

Rescinded.

9.4 Last inning rule.

Rescinded.

10. ALL-STARS.

10.1. All-Star - Eligibility

Player eligibility shall be determined in accordance with the Official Little League Rules, subject to the following modifications. The Player's natural parent and/or guardian must verify the Player will be available as required by these All-Star regulations. Player agents are responsible for ascertaining player's eligibility for all-stars. To be All-Star eligible, a player must not miss more than three (3) practices and must be available for all games to be played unless otherwise excused by the Hermitage LL Executive Board. Violations of this rule shall result in a disciplinary meeting with the Board of Directors.

10.2. All-Star - Manager Selections

Manager eligibility shall be determined in accordance with the Official Little League Rules. The Managers will be selected at the regularly scheduled boarding meeting proximate to June 1st. The All-Star Manager is responsible for distributing and collecting all All-Star eligibility forms. All-Star Manager's MUST be available for ALL All-Star practices and games, unless excused by the Board.

10.3. All-Star - Practice Requirements

All-Star teams shall practice every possible date (except Sundays) from June 15th until eliminated from competition. Practices shall be reasonable in time and shall never exceed two-hours in length.

10.4. All-Star - Rosters – Number of Players

A minimum twelve (12) players shall be selected for each All-Star Team. If there are less than 12 players eligible to be selected but at least 9 have declared their eligibility to participate, then all players who have declared their eligibility to participate shall be selected to that All-Star Team. If there are less than 9 players who have declared eligibility to participate, then the Board may allow players one age class below the All-Star Team in question to be eligible for that All-Star team by a vote of the majority of the Board of Directors at either a regularly scheduled meeting of the Board of Directors or a Special Meeting at the discretion of the President.

10.5. All-Star - Selection Process

All-Star Rosters will have a minimum of twelve (12) players and a maximum of thirteen (13) players. Prior to All-Star voting by players or managers, the selected All-Star manager must identify the number of players to be selected to the All-Star team for that age group. Major and Senior Divisions players shall select five All-star representatives from the Eligible Players through a Player's Poll administered by the All-Star Manager and the League Vice-President. The Managers will select additional All-Star Players until there are 10 Players Selected to the roster for a 12 player team or 11 players for a 13 player team. The final two roster spots will be selected by the All-Star Manager.

10.6. All-Star - Teams (9/10, 11, 12, 13/14, and 15/16)

All Teams. Any player being considered for an All-Star team MUST receive a majority vote from the eligible voters to be selected to the team, unless selected as one of the Manager's choices.

9/10's All 9 and ten year old players certifying that they are available for the All-Star team are candidates for the 9/10 year old All-Star Team. Farm League Managers will select the first 10 players. The 9/10 All-Star Manager will have two selections after the League Managers' selections. In the first round of the League Managers' voting, each Manager will have to select 10 players from the eligible pool of players. The top vote receiving players, having received a majority of votes, will be placed on the team. If there is a tie, or ten players are not selected in the first round of voting, additional rounds will be held until the team is filled. In all subsequent rounds, each Manager will have 1 vote for each remaining available spot (i.e.: 3 openings = 3 votes). In cases where there is a tie and the number of players tied exceeds the number of spots available, the vote will be confined to those players having tied in the previous round of voting. In all other circumstances, the vote will be opened to all available players.

11's All 11 year old players certifying that they are available for the All-Star team are candidates for the 11 year old All-Star Team. All 11 year old players in the Major Leagues will have 7 votes of the eligible candidates for the All-Star Team. The top 5 candidates will be placed on the All-Star team. In the case of a tie, the tying players will also be placed on the All-Star team as long as there are less than 10 total players. If the player's vote results in a tie that would exceed 10 total players, the League Managers will vote on the players tied, with each manager having 1 vote for each remaining available spot (i.e.: 3 openings = 3 votes). If the player's vote does not fill the first 10 All-Star positions, the League Managers will select the remaining players up to a maximum of 10 players. If there is a tie, or ten players are not selected in the first round of voting, additional rounds will be held until the team is filled. In all subsequent rounds, each Manager will have 1 vote for each remaining available spot (i.e.: 3 openings = 3 votes). In cases where there is a tie and the number of players tied exceeds the number of spots available, the vote will be confined to those players having tied in the previous round of voting. In all other circumstances, the vote will be opened to all available players.

12's All 12 year old players certifying that they are available for the All-Star team are candidates for the 12 year old All-Star Team. All 12 year old players in the Major Leagues will have 7 votes of the eligible candidates for the All-Star Team. The top 5 candidates will be placed on the All-Star team. In the case of a tie, the tying players will also be placed on the All-Star team as long as there are less than 10 total players. If the player's vote results in a tie that would exceed 10 total players, the League Managers will vote on the players tied, with each manager having 1 vote for each remaining available spot (i.e.: 3 openings = 3 votes). If the player's vote does not fill the first 10 All-Star positions, the League Managers will select the remaining players up to a maximum of 10 players.. If there is a tie, or ten players are not selected in the first round of voting, additional rounds will be held until the team is filled. In all subsequent rounds, each Manager will have 1 vote for each remaining available spot (i.e.: 3 openings = 3 votes). In cases where there is a tie and the number of players tied exceeds the number of spots available, the vote will be confined to those players having tied in the previous round of voting. In all other circumstances, the vote will be opened to all available players.

13's All 13 year old players certifying that they are available for the All-Star team are candidates for the 13 year old All-Star Team. All 13 year old players in the Intermediate Leagues will have 7 votes of the eligible candidates for the All-Star Team. The top 5 candidates will be placed on the All-Star team. In the case of a tie, the tying players will also be placed on the All-Star team as long as there are less than 10 total players. If the player's vote results in a tie that would exceed 10 total players, the League Managers will vote on the players tied, with each manager having 1 vote for each remaining available spot (i.e.: 3 openings = 3 votes). If the player's vote does not fill the first 10 All-Star positions, the League Managers will select the remaining players up to a maximum of 10 players. If there is a tie, or ten players are not selected in the first round of voting, additional rounds will be held until the team is filled. In all subsequent rounds, each Manager will have 1 vote for each remaining available spot (i.e.: 3 openings = 3 votes). In cases where there is a tie and the number of players tied exceeds the number of spots available, the vote will be confined to those players having tied in the previous round of voting. In all other circumstances, the vote will be opened to all available players.

13-14's All 13 and 14 year old players certifying that they are available for the All-Star team are candidates for the 13-14 year old All-Star Team. All 13 and 14 year old players in the Junior Leagues will have 7 votes of the eligible candidates for the All-Star Team. The top 5 candidates will be placed on the All-Star team. In the case of a tie, the tying players will also be placed on the All-Star team as long as there are less than 10 total players. If the player's vote results in a tie that would exceed 10 total players, the League Managers will vote on the players tied, with each manager having 1 vote for each remaining available spot (i.e.: 3 openings = 3 votes). If the player's vote does not fill the first 10 All-Star positions, the League Managers will select the remaining players up to a maximum of 10 players. If there is a tie, or ten players are not selected in the first round of voting, additional rounds will be held until the team is filled. In all subsequent rounds, each Manager will have 1 vote for each remaining available spot (i.e.: 3 openings = 3 votes). In cases where there is a tie and the number of players tied exceeds the number of spots available, the vote will be confined to those players having tied in the previous round of voting. In all other circumstances, the vote will be opened to all available players.

15-16's if there is only one 15-16 year old team competing in the Senior League, then that team will comprise the All-Star Team. Otherwise, all 15-16 year old players certifying that they are available for the All-Star team are candidates for the 15-16 year old All-Star Team. All 15-16 year old players in the Major Leagues will have 7 votes of the eligible candidates for the All-Star Team. The top 5 candidates will be placed on the All-Star team. In the case of a tie, the tying players will also be placed on the All-Star team as long as there are less than 10 total players. If the player's vote results in a tie that would exceed 10 total players, the League Managers will vote on the players tied, with each manager having 1 vote for each remaining available spot (i.e.: 3 openings = 3 votes). If the player's vote does not fill the first 10 All-Star positions, the League Managers will select the remaining players up to a maximum of 10 players. If there is a tie, or ten players are not selected in the first round of voting, additional rounds will be held until the team is filled. In all subsequent rounds, each Manager will have 1 vote for each remaining available spot (i.e.: 3 openings = 3 votes). In cases where there is a tie and the number of players tied exceeds the number of spots available, the vote will be confined to those players having tied in the previous round of voting. In all other circumstances, the vote will be opened to all available players.

10.7. All-Star – Uniforms

The league will contribute one half of uniform expenses not to exceed \$50.00 towards all players' all-star uniforms. The teams may expend a maximum of \$75.00 per All-Star Player. All All-Star Players will receive the same uniform and equipment. A Uniform will consist of a baseball cap, shirt, pants, socks and practice shirt if available.

11. CONCESSION STAND.

11.1. Concession Stand – Auxiliary

The Board of Directors will oversee the creation and operation of a Concession Stand Auxiliary that will primarily be responsible for operating the concession stand. The Auxiliary will report regularly to the Board on the operation of the Concession Stand. A separate Concession Stand Operations Manual will be prepared to assist in the establishment, monitoring and operation of the Concession Stand and it's Auxiliary.

11.2. Concession Stand - Money Collection/Deposit

A Board Member shall be assigned responsibility for the Concession Stand Receipts for every night there are games scheduled. The Board Member shall oversee the counting of the Concession Stand Proceeds, shall mark the date and amount collected in the Receipt Book and shall take possession of the proceeds for Deposit.

11.3. Concession Stand - Work Requirements

A Board Member will be assigned responsibility for the Concession Stand for each day of the week. That Board Member's responsibilities will include: Counting Concession Stand receipts, Recording the Receipts tally in the Receipt Book, Taking possession of the Deposit, Ensuring that the Concession Stand has been cleaned and secured, and Ensuring that all lights have been turned off (Concession Stand, Press Box, Field...). All remaining Board Members will serve as alternates. Concession stand workers and responsible Board Members must ensure that the Concession Stand opens one-half (1/2) hour prior to the scheduled starting time for that day's games.

12. VOTING RIGHTS FOR THE BOARD OF DIRECTORS

Regular member is any adult in good standing with the league as defined by Article III Section 2 of the Hermitage Little League Constitution. The secretary shall maintain the roll of membership and qualifying voting members of the league. In accordance with the constitution to obtain voting right for the annual election of the board of directors one must be present at a minimum of six regular monthly meetings of the league. Meetings are defined and outlined by Article IV of the Hermitage Little League Constitution.