
POST OAK LITTLE LEAGUE HANDBOOK



2026 SPRING SEASON

Contents

Purpose	3
Post Oak Little League Board of Directors (Voting Positions)	5
Appointed Coordinators & Committee Positions (Non-Voting Positions)	7
Post Oak Little League Volunteers	9
Responsibility of the Player Agent (Division Commissioner)	10
Responsibility of the Manager / Coach	11
Responsibility of the Team Mom	12
Equipment	13
T. H. Rogers Campus Rules	14
Batting Cages / Infield Warm-up	15
Eligibility, Registration, Skills Evaluations and Drafts	16
General Rules	17
Special Rules for Juniors Division	23
Special Rules for Majors Division	30
Special Rules for Minors Division	34
Special Rules for Pee Wees Division	38
Code of Conduct / Disciplinary Measures – Zero Tolerance Policy	41
Post Oak Little League Registration and Draft Policy	43
POLL All-Star Elections and the Post-Season Tournament Team Selection Process	44
In Case of Injury or Accident	53
Contact Information / Notices	54
Arm Health – Pitching Outside Little League	55
Field Maintenance Guidelines	56
PA Responsibilities	57
Change History	58

Purpose

The purpose of Post Oak Little League (“POLL”) is:

“to implant firmly in children of the community the ideals of good sportsmanship, honesty, loyalty, courage and respect for authority, so that they may be well-adjusted, stronger and happier children and will grow to be good, decent, healthy and trustworthy citizens...(and)... all directors, officers, managers, coaches and members of the league shall bear in mind that the attainment of exceptional athletic skills or the winning of games is secondary. The molding of children into future citizens is of prime importance”.

Post Oak Little League (“POLL”) is a chartered Little League International, Inc. (“Little League”) league with the following divisions – Pee Wees (8 & 9-year-olds), Minors (10 & 11-year-olds), Majors (Advanced 11 & 12-year-olds), Intermediates (13 year-olds, when offered) and Juniors (for 7th grade 12-year-olds, 13, 14 and 15-year-old players, provided players are in 8th grade or below). Juniors utilize volunteer coaches (no parents). Ages are determined as follows:

Birthdate Ranges

8 Years – Pee Wees	9/01/2017 – 8/31/2018
9 Years – Pee Wees	9/01/2016 – 8/31/2017
10 Years – Minors	9/01/2015 – 8/31/2016
11 Years – Minors	9/01/2014 – 8/31/2015
12 Years – Majors	9/01/2013 – 8/31/2014
13 Years – Intermediates / Juniors	9/01/2012 – 8/31/2013
14 Years – Juniors	9/01/2011 – 8/31/2012

The program also emphasizes wholesome community participation for family, friends and other members of the community. Therefore, an atmosphere of cooperation, patience, goodwill and sportsmanship must exist. ***All spectators, managers and players are expected to conduct themselves in a manner that is consistent with these values.***

Post Oak Little League is – above all else – about our children. POLL relies on positive adult participation and provides various Little League training programs to support that. The participation of many volunteers is important in providing a fun experience, and the cooperation of the parents is essential. Parents are encouraged to assist at practices and games, but all adults should behave in a way that sets a good example to the players. Good sportsmanship can only be learned if both coaches and parents are willing to set a good example. Both sides should appreciate good play, but respect and appreciate the effort, attitude, and skill development of all participants.

POLL expects all community members including parents, managers, coaches, volunteers, and umpires to encourage and provide a positive, fun atmosphere for baseball and takes deviations from this expectation seriously.

POLL expects all players to adhere to the Little League pledge:

I trust in God,
I love my country and will respect its laws.
I will play fair and strive to win, but win
or lose
I will always do my best.

Likewise, POLL expects parents and volunteers to adhere to the Little League Parent / Volunteer Pledge:

- I will teach all children to play fair and do their best.
- I will positively support all managers, coaches, and players.
- I will respect the decisions of the umpires.
- I will praise a good effort despite the outcome of the game.

Post Oak Little League follows the playing and general rules of Little League. Local League modifications are noted herein.

This handbook is intended to provide the general operating guidelines for Post Oak Little League initially approved and adopted by the Board of Directors on September 30, 2004, and amended thereafter as documented in the table attached at the end of this document.

Post Oak Little League Board of Directors (Voting Positions)

POLL's Board of Directors oversees the operations, safety, discipline, and long-term financial stability of the league. The Board consists of the voting Directors consistent with Little League rules. The purpose of the Board is to oversee the operations (including disciplinary action) and fundraising efforts of POLL, as well as its long-term financial viability.

President: Leads the league, executes policies adopted by the Board, ensures compliance with all Little League rules and regulations, certifies player eligibility, coordinates league operations, and provides leadership across all divisions. Experience as a manager and/or Player Agent is strongly preferred.

Vice President: Supports the President, performs presidential duties when delegated or in the President's absence, and assists with leaguewide operational oversight. The Vice President usually gains experience in this role in order to serve as President the following year.

General Counsel: Provides legal and governance guidance, assists the Board with compliance and risk management, reviews policies, reviews Little League rules, and supports discipline and dispute resolution.

Women's Auxiliary President: Leads the Women's Auxiliary, coordinates volunteer support, and assists with community-facing events.

Treasurer: Manages all league finances, maintains financial records, prepares budgets, oversees disbursements, and provides financial reports. A two-year commitment is preferred.

Secretary: Maintains meeting minutes, membership records, and league correspondence; assists with governance and notice requirements; keeps records of Board and Membership actions.

Ex-Officio (Coaching Coordinator): Advises the Board, provides continuity, and supports leadership transitions. Coordinates coaching education, coaching development, and assists in implementing coaching policies across all divisions.

Player Agent – Juniors: The Player Agent conducts annual tryouts, oversees player selection, assists the President in checking birth records and eligibility of players and generally supervises and coordinates the transfer of players to or from the Minor Leagues according to provisions of the regulations of Little League Baseball. The Player Agents in Minors, Majors and Juniors must not manage, coach or umpire in the division over which he/she has authority. The Player Agent should recruit an assistant who will be an appointed Coordinator and will consult with the Vice President and President when doing so.

Player Agent – Majors: The Player Agent conducts annual tryouts, oversees player selection, assists the President in checking birth records and eligibility of players and generally supervises and coordinates the transfer of players to or from the Minor Leagues according to provisions of the regulations of Little League Baseball. The Player Agents in Minors, Majors and Juniors must not manage, coach or umpire in the division over which he/she has authority. The Player Agent should recruit an assistant who will be an appointed Coordinator and will consult with the Vice President and President when doing so.

Player Agent – Minors: The Player Agent conducts annual tryouts, oversees player selection, assists the President in checking birth records and eligibility of players and generally supervises and coordinates the transfer of players to or from the Minor Leagues according to provisions of the regulations of Little League Baseball. The Player Agents in Minors, Majors and Juniors must not manage, coach or umpire in the division over which he/she has authority. The Player Agent should recruit an assistant who will be an appointed Coordinator and will consult with the Vice President and President when doing so.

Player Agent – Pee Wees: The Player Agent conducts annual tryouts, oversees player selection, assists the President in checking birth records and eligibility of players and generally supervises and coordinates the transfer of players to or from the Minor Leagues according to provisions of the regulations of Little League Baseball. The Player Agent should recruit an assistant who will be an appointed Coordinator and will consult with the Vice President and President when doing so.

Safety Officer: Works with Player Agents for each division to make sure coaches are informed of all safety policies including POLL's Safety Handbook and training requirements, updates POLL's Safety Handbook, stocks first aid supplies and cold packs, oversees POLL's AED program, manages POLL's background check system, handles POLL's accident reporting process, and generally assists the President in carrying out POLL's safety program.

Appointed Coordinators & Committee Positions (Non-Voting Positions)

Facilities Coordinator: Oversees the physical plant and long-term improvements; ensures safe, well-maintained infrastructure.

Field Coordinator: Manages field preparation, routine maintenance, and field condition safety.

Security Coordinator: Responsible for coordination and oversight of the POLL umpires and coordinating security personnel to provide a deterrent and safe environment at POLL during baseball hours.

Umpire Coordinator: Serves as coordinator of and advises the league President and Vice President on the umpire program. Responsible for recommending umpires to the league umpire roster, establishing a league umpire training program consistent with Little League rules and guidelines, communicating rule changes to league umpires, scheduling league umpires for games, and evaluating league umpires using established guidelines to maintain program integrity.

Equipment Coordinator: Responsible for the equipment inventory, including providing each team with all of its requisite supplies, excluding uniforms. The Equipment Coordinator is also responsible for collecting all such equipment at the end of the season, and taking proper inventory for the next year, while ordering all necessary replacement equipment. The Equipment Coordinator should recruit and train a successor. This should be a two-year commitment.

Training Coordinator: Coordinates training for coaches, parents and volunteers.

Director of Webcam & Broadcast Systems: Responsible for ensuring infrastructure, such as webcams, speakers, microphones and other ancillary equipment, are maintained to the highest possible level, but in a fiscally responsible manner, to announce and broadcast games to our stakeholders.

Director of Sports Medicine: Provides education to managers, coaches, and families regarding injury prevention and recovery, schedules the annual pitching and injury-prevention clinic, and advises on first aid and first aid training.

Assistant Treasurer: Assists the Treasurer with financial tracking, deposits, concession settlements, and internal controls. May prepare to transition into the Treasurer role.

Women's Auxiliary VP: Assists the Women's Auxiliary President in volunteer coordination, merchandise, events, and fundraising support.

Registration Co-Coordinators (2 Positions): Conduct and oversee online registration, ensure all players submit the proper paperwork, submit POLL rosters to Little League, prepare draft sheets for the coaches, and maintain the POLL Database.

Assistant Commissioner – Juniors: Supports the Player Agent – Juniors with scheduling, rules administration, communication with managers, and game operations for the Juniors division.

Assistant Commissioner – Majors: Supports the Player Agent – Majors with scheduling, rules administration, communication with managers, and game operations for the Majors division.

Assistant Commissioner – Minors: Supports the Player Agent – Minors with scheduling, rules administration, communication with managers, and game operations for the Minors division.

Assistant Commissioner – Pee Wees: Supports the Player Agent – Pee Wees with scheduling, rules administration, communication with managers, and game operations for the Pee Wees division.

Cooperstown Coordinator: Oversees POLL's involvement in the Cooperstown summer tournament including registration, logistics, fundraising support, communication with families, and coordination with the tournament organizers.

Scheduling Coordinator: Handles fields scheduling.

Instructors Coordinator: Manages approved instructors to support Post Oak Little League baseball during the season (lessons, tryouts, clinics, etc.) and in the off-season (POLL select teams, lessons, etc.).

Information Technology Co-Coordinators (2 Positions): Sets up and manages the league's official website, coordinates online registration with the Registration Co-Coordinators and ensures the league rosters are uploaded to Little League, ensures that league news and scores are updated online on a regular basis, collects, posts, and distributes important information on league activities including direct dissemination of fundraising and sponsor activities, serves as primary contact person for Little League regarding optimizing use of the internet for league administration and for distributing information to league members and to Little League International. Provides player, coach, and manager records to Little League International in electronic format.

Post-Season Coordinator: Coordinates POLL's All-Star Tournament Team process, Blue / Grey program, hat game, etc.

Uniforms Coordinator: Manages POLL's uniform ordering and vendor relationship.

Post Oak Little League Volunteers

The success of Post Oak Little League is dependent on the diligence and passion of its volunteers. There are many ways parents can volunteer their time and resources to Post Oak Little League.

ALL VOLUNTEERS are required to fill out the Volunteer Application Form and are subject to all requirements imposed by Little League.

A major component of the success of POLL is the Women's Auxiliary, which plays a significant role in the operations and fundraising efforts. Positions include Facility Sponsorship Chairs, Uniform Coordinator, Picture Coordinator, Concession Coordinators, Registration Coordinator, Skills Evaluation Day Volunteers, Directory Chair, Carnival Chair, etc. Please contact the WA President or Vice President for more information.

In addition, all teams require a Team Mom, as well as every parent doing his or her part with respect to such things as announcing games over the PA, keeping official score, performing team field maintenance duties, taking pictures for the POLL socials, etc. Ask your Manager or Team Mom how you can help.

If you are interested in head coaching (being a Manager) or assistant coaching (being a Coach), please contact the President, Coaching Coordinator, or a Player Agent for more information.

If you are interested in serving in an operational role as a Coordinator or serving on the Board, please contact the President for more information.

Responsibility of the Player Agent (Division Commissioner)

Little League refers to the division's Commissioner as the "Player Agent". The Player Agent should have at least one year of experience as either a manager or coach in the respective division. The Player Agent is responsible for the following:

- Lead the particular division in the area of sportsmanship and promote goodwill and camaraderie amongst coaches, players, parents and umpires.
- Serve as a Board Member of POLL and serve as an ambassador for POLL.
- Read the Little League Guidelines for Little League Player Agent. www.littleleague.org/university/articles/the-role-of-the-local-league-player-agent/
- Recruit and establish a list of qualified coaching candidates for recommendation and approval by the League President.
- Know the rules by reading the Little League Rule Book and the POLL Handbook (for POLL general rules and division-specific rules).
- Ensure that each manager is provided with detailed draft sheets, as prepared by League Registration. Assist any manager with information about players as requested.
- Oversee the Draft in accordance with League Rules and establish a draft order (as approved by the League President) and slotting of coaches' kids that optimizes equality and parity in the respective division.
- Establish equitable Practice, Regular Season and Playoff Schedules (as approved by the League President), while working together with other division Player Agents and the Post-Season Coordinator. These schedules should be established ideally prior to the draft. All Playoff rules should be established in writing before the Draft, in accordance with this handbook and the Little League playing rules.
- Coordinating with Field Coordinator, other division Player Agents, and Umpire Coordinator regarding field conditions, determining rainouts, make-up schedules and communicating rainouts to the League.
- Coordinate Opening Day and Playoff Ceremonies.
- Conduct Manager meetings to ensure all coaches are fully informed and understanding of League policies and practices.
- Post or provide Information Coordination with all game results.
- Read and understand the POLL Safety Manual.

Responsibility of the Manager / Coach

Managers are selected by the appropriate Player Agent and their names are submitted to the League President along with the required Little League volunteer form and background check form, and required training (Child Abuse, Concussion Training, and Diamond Leader training). Only after passing the required background check, will the names be considered by the President for approval. Managers and Coaches must possess leadership abilities, positive attitude, and ability to commit to the team. Training players in teamwork, good sportsmanship, positive attitude, and giving maximum effort are the goals of the program.

Responsibilities of the Manager include:

- Ensure that all assistant coaches or parents helping on the field with the team have filled out the required Little League volunteer form, completed required training, and background check form and submitted them to the League President for approval.
- Show sportsmanship and promote goodwill between teammates, parents and competitors as an example for players and parents. Explain to all players and parents that negative cheering against the other team is never allowed or appropriate.
- Understand how to plan and run practices – for help contact the Player Agent in your division.
- Prepare and submit lineups and lead the team during games.
- Know the rules by reading the Little League rule book and the POLL Handbook (for POLL general rules and division-specific rules).
- Hold a pre-season team meeting to communicate necessary information and to establish expectations for players, parents, and coaches.
- Read and understand the POLL Safety Manual, especially the Safety obligations it places on Managers and Coaches.
- Recruit an official Coach and unofficial coaches to assist at practices and games.
- Recruit parent volunteers to assist at games (e.g., scorekeeper, PA announcers, field maintenance).
- Decide how to communicate with parents (GameChanger, Team Snap, etc.) and lead practices and games there.
- Find a parent to run the scorebook (or GameChanger).
- Work with a Team Mom to ensure proper coordination for parent communication, fund raising, photos, and other team functions.
- Care for the POLL-provided playing equipment (if used) and then promptly return to the league upon completion of the season.
- Maintain communication with the League, including addressing problems / situations with the appropriate Player Agent.
- Ensure that the field used is properly cared for (see Field Maintenance Procedures) and turn off all lights after use.
- Give team top priority over any other youth sports activity.

Responsibility of the Team Mom

“Behind every successful Post Oak Little League team, you will find a supportive Team Mom.” The Team Mom is the liaison between the Manager and the team parents in an effort to allow the Manager and Coaches to better focus on leading the players.

Team Moms can always solicit team parents for help with any of the following—responsibilities include:

- Prepare and distribute a team roster
- Create a group text for parents
- Customize and distribute game responsibility schedules to parents
- Stay in constant communication with the parents about things they need to know (rainouts, reschedules, photos, team party, money owed, etc.)
- Coordinate uniforms with the League
- Coordinate with the League about team / individual photos
- Plan a team party at the end of the season
- Take and encourage other parents to take pictures and submit them to the social media director
- If the team elects to do so, plan and purchase Manager / Coach appreciation gifts

Equipment

In general, players are responsible for providing their own equipment. The only exception is for the Pee Wees division where the league will provide (if requested), through the Equipment Coordinator, catcher's protective gear (including catcher's mask / helmet with throat guard, chest protector, and shin guards). Catchers must wear a cup (not provided) at all times. A catcher must always wear a mask **with throat guard**, including when warming up a pitcher or when warming up in the infield.

Players must provide their own baseball glove, batting helmets, and bats that meet Little League, Juniors and POLL guidelines. Batting helmets must meet NOCSAE certification requirements. Pee Wees division players must use batting helmets **with full faceguards**. Minors, Majors, Juniors / Intermediates division players must use batting helmets **with faceguards or C-flap style protectors**. Less experienced players, regardless of division, are encouraged to use helmets with the full faceguards for maximum protection. Cleats are optional, but players usually wear them. Baseball or soccer-style cleats are ok. **Metal cleats (spikes) are strictly prohibited on POLL fields**. Catchers must wear a cup at all levels. All personal equipment should be labeled with the player's name.

POLL provides official uniforms. Players must wear League-issued uniforms for official games, except for caps, which may be substituted with permission from the Player Agent. At the games, the league may provide additional equipment. For the Pee Wees Division, for example, POLL provides the pitching machines for batting cages and games.

At the end of the season, Pee Wees Managers are responsible for promptly returning the catcher's equipment if borrowed. Inspect the equipment and turn the equipment into the POLL Equipment Manager. You may not simply drop off your catcher's equipment bag at the shed, concession stand, etc. The Manager is financially responsible for the playing equipment entrusted to them. Failure to return equipment immediately following the conclusion of the season may affect that Manager's eligibility to manage a future team.

T. H. Rogers Campus Rules

The Post Oak Little League complex is located on the T.H. Rogers school campus and is governed by an agreement with T.H. Rogers and the Houston Independent School District. Please respect the facility, as we are grateful to T.H. Rogers School and HISD for allowing POLL to use this fantastic green space.

The facility is only for the use of T.H. Rogers School students and Post Oak Little League coaches, officials, parents, players and guests who have signed authorization by the principal and HISD. The unauthorized use of the facility is not permitted.

Be very alert for foul balls, or errant throws – you enter the facility at your own risk. Parents are expected to supervise their minor children attending games at all times and to never drop children off unsupervised.

Alcoholic beverages and illegal drugs are prohibited at all times.

A concession building is located between the East and Middle Fields. Concessions (candy and drinks) are also sold at a temporary booth between the Pee Wees and Juniors Fields on occasion.

Please help keep the area clean and throw away all trash. Keeping the complex clean and in first-class condition is everyone's responsibility.

The POLL complex is not available for baseball until 4:30PM on school weekdays.

WITH THE EXCEPTION OF HOME RUNS HIT DURING OFFICIAL PRACTICES AND GAMES, HITTING OR THROWING BALLS OVER THE FACILITIES' FENCES OR ONTO NEIGHBORING PROPERTY OF T.H. ROGERS SCHOOL IS STRICTLY PROHIBITED. ANYONE INTENTIONALLY ATTEMPTING TO DO SO WILL BE SEVERELY DEALT WITH, INCLUDING EXPULSION OF ANY PARTICIPANT AND MANAGER/COACHES WHO IS CHARGED WITH RESPONSIBILITY FOR THE PARTICIPANTS FOR SUPERVISION FROM LEAGUE ACTIVITIES.

UNSANCTIONED HOME RUN DERBIES ARE STRICTLY PROHIBITED

Fields may only be used by teams within the respective division or as assigned by the Fields Scheduling Coordinator.

Pee Wees players should be dropped off using the drop-off lane on Augusta to the south of the Pee Wees Field. Cars blocking the drop-off lane will be towed. DO NOT drop players on Augusta and require them to cross traffic.

Batting Cages / Infield Warm-up

The POLL complex has eight batting cages available for use. Each batting cage corresponds to a field.

- East Field: Visiting team uses Cage 1 (1st cage on left side as you walk in from Bering entrance)
- East Field: Home team uses Cage 2 (closest to track)
- Middle Field: Visiting team uses Cage 3 (closest to school)
- Middle Field: Home team uses Cage 4 (closest to concession stand)
- Pee Wees Field: Visiting team uses Cage 5 (closest to parking lot)
- Pee Wees Field: Home team uses Cage 6 (closest to Augusta)
- Juniors: Cages 7 and 8 are split between opposing teams
- Infield Warm-up
 - Visiting team gets the infield for the first 10 minutes
 - Home team gets the infield for the last 10 minutes
 - Both teams should clear the field 5 minutes prior to the game
 - Teams shall divide infield warm-up time if there is any to spare, or equally divide the time if there is less time than the above allotment

NO THROWING BASEBALLS OR SWINGING BATS, except in designated areas.

Eligibility, Registration, Skills Evaluations and Drafts

Eligibility: Post Oak Little League is for children league ages 8 to 14 as of August 31st (see Age Chart for specifics). The Majors division is for players league ages 11 and 12. The Minors division is for players league ages 10 and 11. The Pee Wees division is for players league ages 8 and 9.

The Juniors division is for players in 6th through 8th grade league ages 12 to 15.

All players must live, or the location of the school where the child attends must be located, within the League Boundaries (see link below). In addition, families must meet registration deadlines (and clear the waitlist, if applicable) as POLL has limited field space and can only handle a limited number of teams. Certain exceptions may be made to Juniors players that do not have a Little League program that offers a Juniors division in their League Boundaries. Such exceptions must be approved by Little League. For all questions concerning other exceptions to Little League Rules, please refer to Little League's website:

<http://www.littleleague.org/learn/rules/rulewaiver.htm>

League Boundaries – www.postoakll.com/Default.aspx?tabid=2023750

Registration: Registration is the responsibility of the Registration Coordinator and his/her staff. Registration is accomplished on the POLL website and typically opens in November or December. Emails will be sent to all previous participants announcing the opening of registration. You can help spread the word – particularly to incoming 8-year-old players – by forwarding the e-mail.

Players must provide a birth certificate and Proof of Residency documents (driver's license, tax receipt, utility bill, etc.), dated in force between February 1st of the season's calendar year and February 1st of the prior calendar year, which will be kept on file. Any player that moves from POLL League Boundaries must fill out a Regulation II (d) form from Little League and submit it to the POLL President, who must then request a waiver from Little League District 16. This is the player's responsibility, not POLL's.

PRIOR TO BEING ALLOWED TO COMPLETE REGISTRATION, EVERY POLL PLAYER'S PARENT OR GUARDIAN MUST HAVE READ AND ACCEPTED THE TERMS OF POLL'S RELEASE AND WAIVER OF LIABILITY, ASSUMPTION OF RISK AND INDEMNITY AND ANY OTHER DOCUMENTS PRESENTED DURING REGISTRATION. POLL EXPECTS EVERY PARENT, GUARDIAN, PLAYER AND THEIR FAMILIES AND THEIR INVITED GUESTS TO ABIDE BY THAT AGREEMENT.

Skills Evaluations: Skills Evaluations are **typically** held for POLL in January or February. Skills Evaluations typically includes batting, timed running, fielding ground balls and fly balls, receiving throws, and pitching (all levels except Pee Wees) at the request of the Managers and/or Player Agent. Players should arrive at the designated time, warmed up, in baseball clothing and with baseball equipment (cleats, leather glove, hat, bat, etc.).

Draft: It is the responsibility of the POLL Board, but primarily the Player Agent, to ensure that the draft order optimizes equality and parity. In all divisions except Juniors, teams will be managed by a player's parent, so each team, by definition, starts with one player (or two in Pee Wees and Minors). The Player Agent will slot the coaches' kids based on their performance in the coaches' kids skill assessment and general knowledge of the player's baseball ability.

General Rules

ALL divisions shall be governed by Official Regulations and Playing Rules of Little League Baseball, except where provided by the following general rules and division-specific rules.

1. SAFETY

A. Little League Bat Rules:

Rule 1.10 – Bats

The bat must be a baseball bat which meets the USA Baseball Bat standard (USABat) as adopted by Little League. It shall be a smooth, rounded stick, and made of wood or of material and color tested and proved acceptable to the USA Baseball Bat standard (USABat).

Non-wood and laminated bats used in the Little League (Majors) and below, Intermediate (50-70) Division, Junior League divisions, and Challenger division shall bear the USA Baseball logo signifying that the bat meets the USABat – USA Baseball's Youth Bat Performance Standard. All BPF – 1.15 and USSSA bats are prohibited. The bat diameter shall not exceed $2\frac{5}{8}$ inches for these divisions of play. Bats meeting the Batted Ball Coefficient of Restitution (BBCOR) standard may also be used in the Intermediate Division and Junior League Division. Additional information is available at www.littleleague.org/playing-rules/bat-information/

All bats must be void of any significant physical damage (e.g., audible rattling, cracks, dents), or in an altered state, that would make the bat unsafe or prevent the bat from complying with the applicable USABat or BBCOR Standard. Any non-conforming bats, once identified, must be immediately removed from the playing field/dugout in the umpire's discretion. Minor cosmetic damage or paint issues, which likely have no impact on performance, should not be grounds for removal.

Pee Wees/Minor/Major Divisions:

It shall not be more than 33 inches in length; nor more than $2\frac{5}{8}$ inches in diameter, and if wood, not less than fifteen-sixteenths (15/16) inches in diameter (7/8 inch for bats less than 30") at its smallest part. Wood bats taped or fitted with a sleeve may not exceed sixteen (16) inches from the small end.

NOTE: Solid one-piece wood barrel bats do not require a USA Baseball logo.

Intermediate (50-70) Division and Junior League:

It shall not be more than 34" inches in length; nor more than $2\frac{5}{8}$ inches in diameter, and if wood, not less than fifteen-sixteenths (15/16) inches in diameter (7/8 inch for bats less than 30") at its smallest part. Wood bats taped or fitted with a sleeve may not exceed eighteen (18) inches from the small end.

NOTE: Solid one-piece wood barrel bats do not require a USA Baseball logo. Also permitted for the Intermediate Division and Junior League Division are bats meeting the BBCOR performance standard, and so labeled with a silkscreen or other permanent certification mark and otherwise meeting the requirements specified in Little League Rule 1.10.

B. Pitching Rules: Alterations to the Pitching Rules established by Little League are not permitted.

- C. **Batting Helmets:** All batters (whether in batting cages, practices or games) and all baserunners must wear batting helmets. Batting helmets must meet NOCSAE certification requirements. Pee Wees division players must use batting helmets with full faceguards. Minors, Majors and Intermediates/Juniors division players must use batting helmets with faceguards or C-flap style protectors. Less experienced players, regardless of division, are encouraged to use helmets with the full faceguards for maximum protection. If a player, during play, removes his/her helmet or causes his/her helmet to come off, he/she shall NOT be called out, but shall be warned not to intentionally remove his/her helmet and, if it continues, the player may be removed for unsportsmanlike conduct, as this can cause an unsafe condition.
- D. **Jewelry:** Jewelry is permitted to be worn under Little League rules; however, in the discretion of the Player Agent, the player's coach or umpire, any jewelry worn by a player that poses harm to injury will be subject to removal. This rule applies regardless of the composition of such jewelry, hard cosmetic item, or hard decorative item. Jewelry that alerts medical personnel to a specific condition is permitted. Sunglasses are also permitted.
- E. **Choking Hazards:** Players may not chew gum while practicing or playing due to the choking hazard. **Gum is strictly prohibited on all fields.**
- F. **Contact between baserunners and defensive players:** Little League baseball is not intended to be a contact sport. While take-out slides and home plate collisions should be avoided, there is no "must slide rule" in Little League baseball (See Rule 7.08 (a)(3) Approved Ruling). Responsibility for avoiding collisions lies with both defensive players and baserunners depending on the circumstances, according to Little League rules. For instance, a baserunner is out if they do not slide or attempt to get around a fielder who has the ball and is waiting to make the tag (Rule 7.08(a)(3)) or hinders a fielder attempting to make a play on a batted ball (Rule 7.08(b)). On the other hand, if a defensive player blocks a base/plate or base line clearly without possession of the ball, obstruction shall be called. The runner is safe and a delayed dead ball shall be called (Rule 7.06, Note 2). If a fielder does not have the ball, and there is a collision, the runner should not be called out. However, if the umpire determines that the runner deliberately attempted to contact and injure the fielder, the umpire could eject the runner for unsportsmanlike conduct. To avoid these problems at first base, POLL will use a double bag at first on all fields.
- G. **Double Base (where applicable):** To increase safety, double bases have been installed at certain POLL fields. The orange (or other colored) section of the double base is referred to as the "outside" or "safety" bag and the white section is referred to as the "inside" bag. A batted ball that hits the white section of the double base shall be declared fair. A batted ball that hits the colored section without first touching or bounding over the white section shall be declared foul. Whenever a play is being made on the batter-runner, the defense must use the white section of the double first base, and the batter-runner must use the colored section of the base, except in the case of an uncaught third strike in the Majors or Juniors divisions. On an uncaught third strike, both the defense and the batter-runner may use either part of the base. If there is a play on the batter-runner, and the batter-runner touches only the white portion and the defense appeals prior to the batter-runner returning to first base, it is treated the same as missing the base (PENALTY: Batter-runner is out). On extra-base hits or other balls hit to the outfield when there is no chance for a play to be made at the double first base, the batter-runner may touch either the white or colored section of the base. Should, however, the batter-runner reach and go beyond first base, he/she may only return to the white section of the base. Once the batter-runner reaches first base, they shall only use the white part of the base. This includes returning

to the base at any time, such as a pick-off attempt, when tagging up on a fly-ball, and remaining in contact with the base on a pitched ball. Use of the double first base does not change any other rule concerning interference or obstruction at first base.

- H. **On-Deck Batters:** POLL players must remain in the dugout until it is their turn to bat or coach a base. On-deck practice swings are not allowed (except in Juniors, and only in the allowed area on the sidelines). In addition, **players in the dugouts shall not swing bats.**
- I. **Bunting:** In divisions where bunting is allowed (Minors, Majors, and Juniors), batters may not square around to bunt and then hit/swing away. If in the umpire's judgment a player is guilty of this, the player will be declared out. Subsequent infractions may also result in the ejection of the player and/or manager.
- J. **Sliding:** Unless allowed by Little League Rules (allowed in Intermediates and Juniors only), any runner is out when the runner slides head first while advancing. Diving back into a base head first is within the rules (but only recommended for more advanced players).
- K. **Thrown Bat:** If, in the umpire's judgment, a player throws a bat after swinging then that player will be issued a warning by the umpire. This is the time for the coach/manager/umpire to reinforce the importance of bat safety. Thereafter, if that same player, in the umpire's judgment, is guilty again of throwing a bat, then the umpire will ask the manager of that player to voluntarily remove the player from the game. An out will be recorded and runners will return to their original position. The removed player may stay on the bench but not reenter the game. The player will not be bound to the ejection requirements of serving a one (1) game suspension as listed in Rule 4.07 unless the situation is deemed by the umpire to be a deliberate act of unsportsmanlike conduct that warrants an ejection.
- L. **Soft Toss:** Soft toss (batting practice against the fence) will not be permitted at any time on the game fields, practice fields, or batting cages, except in designated areas.
- M. **Uniforms:** Players must wear League-issued uniforms for official games, except for caps, which may be substituted with permission from the Player Agent.
- N. **Warm-Ups:** Players may not warm up in the common grass areas or around the concession stand. **There is to be no swinging of bats or throwing of baseballs between the fields and the batting cages or between fields, except in designated bullpen areas.**
- O. **Drop Off:** Pee Wees Players should be dropped off using the drop-off lane on Augusta to the south of the Pee Wees Field. Cars blocking the drop-off lane will be towed. DO NOT drop players on Augusta and require them to cross traffic.
- P. **Lightning:** POLL uses a lightning detection system. In the event of a lightning alert, coaches and umpires will suspend play for twenty minutes. Use common sense. If you see lightning or hear thunder, seek shelter.
- Q. **Video Recording:** While video recording of games is now common (either through league resources or common scoring apps), video replay shall not be used to challenge or overturn any calls from umpires. Replay may be used by league officials for administrative purposes (such as discipline, assistance with situational understanding of resumed games, etc.).
- R. **Dugout Access:** Only players, managers, coaches, and umpires are allowed in dugouts. Batboys and/or batgirls are not permitted.
- S. **Please reference the POLL Safety Manual, available on POLL's website and in each tower.**

2. LINEUP - If a team cannot field the minimum number of players due to religious or school reasons, the manager must notify the Player Agent preferably in the beginning of the season, but at a minimum, at least 48 hours prior to the scheduled game time. The Player Agent will determine whether the game will be rescheduled. If 48 hours' notice is not given, or if absences are due to non-religious or non-school reasons, the game will be declared a forfeit and the score registered as 6-0.

3. TIME LIMITS / MERCY RULES / TIES

- A. The time limit overrules any other rules regarding innings played in order for a game to be a complete game during the regular season.
- B. The maximum number of innings is 6 (7 in Juniors). See (3F) for exceptions for tie games that have not reached the time limit.
- C. The game clock will begin promptly upon the umpire's announcement (typically at the scheduled start time). An inning may not start after the time limit shown below. Note that any inning started will be completed, unless the home team is leading in the bottom half of the inning. There will be no reverting of the score to a previously completed inning.

Division	Cannot Start Inning After
Juniors	1 Hour, 39 Minutes, 59 Seconds
Majors / Minors	1 Hour, 39 Minutes, 59 Seconds
Pee Wees	1 Hour, 19 Minutes, 59 Seconds

- D. Little League curfew rules specify that a game may not continue after 11:00PM. If a game is suspended due to the time curfew, it will be continued at a future date from the point of its suspension. Games will not start a new inning after 10:00PM (10:30PM for Juniors).
- E. For all divisions except Pee Wees (which has its own rules regarding runs allowed per inning and when a large deficit ends games), the Mercy Rule will be in effect. Please see rules below for each division for the applicable Mercy Rule. Invoking the Mercy Rule in any particular division, officially ends the game and all scorekeeping should stop. If time permits under the time limit and both managers concur, the game may continue for fun / practice. Pitch count rules are not in effect once the Mercy Rule is invoked to encourage use of other pitchers who have not gotten a chance to throw.
- F. Except for playoff games where a winner must be determined, if a game is tied after 6 innings in Majors (7 for Juniors), and the time limit has not been reached, play shall continue until a winner is decided (provided that no inning can begin after time has expired). In the Pee Wees and Minors divisions, if a game is tied and the time limit has been reached or 6 innings (5 ½) have been completed, the game shall be ruled a tie.
- G. Except where noted above, the Little League rulebook will be in effect.

4. PRACTICES AND GAMES

- A. **Four-Touch Rule** – **This rule only applies to the Minors and Pee Wees divisions of POLL.** Given the purpose and mission statement of POLL and, in particular of the instructional leagues, the length of the season, and respect for POLL families' and players' other activities outside of POLL participation, POLL has implemented a limit on the number of practices that teams may hold during the regular season on a weekly basis as follows:

- i. Each team may hold no more than four (4) practices every week. A week constitutes the seven (7) day period from Sunday through Saturday. A “practice” or “practices” for the purposes of this rule is defined as the getting together of two or more non-sibling players from the same POLL team within one calendar day for baseball practice, games, scrimmages or instruction that is either organized, conducted, approved or known about by a team’s coach, manager, team assistant, paid assistant, trainer, or other volunteer or one or more players’ parents. A practice also consists of a team organizing a batting practice for two or more players at various times in one calendar day. Each game played during a week counts as one (1) of the four practices. A warm-up/practice beginning one hour or less before the regularly scheduled time of a team’s game does not count as one of the four practices. The location of such practices, whether or not on POLL’s premises, a private residence, or elsewhere, does not matter for the purposes of this rule.
 - ii. Any violation of this rule will result in appropriate disciplinary actions including an **automatic two (2) game suspension** of the affected team’s coach and manager, whereby the coach and manager will not be permitted to be on POLL’s premises, including the field, the dugout, or in or near the stands before or during the times the two games for which they are suspended are played. Subsequent violations will be dealt with by the President and Player Agent, and may result in possible game forfeiture as determined by POLL. The President and Player Agent may authorize more than four practices per week for some or all teams to accommodate pre-season tournaments, playoff schedules and specific schedule changes due to weather or other League-wide concerns.
- B. Given the limited number of fields at POLL, Sunday practices and games are necessary.
 - C. Called games due to time or weather may be rescheduled promptly on the first open date and time including Saturdays and Sundays. Managers should consult the league schedule and talk with their Player Agent.
 - D. Rules for pre-game warm-up in the batting cages and infield are detailed in a previous section of this document. See Batting Cages / Infield Warm-up.
 - E. The home team is responsible for operating the electronic scoreboard and conducting Field Maintenance Procedures.
 - F. The home team is also responsible for setting up the pitching machine (Pee Wees), returning the pitching machine to storage (Pee Wees), and raking the infield.
 - G. The home team is also responsible for providing a scorekeeper; each team shall designate a person to keep the pitch count. The scorekeeper is responsible for recording the game in a scorebook or appropriate electronic scoring application (e.g., GameChanger). The home team is also responsible for providing a PA announcer for each game. Please see PA Responsibilities.
 - H. All managers and coaches should have access to the Little League Rulebook (hard copy or in the Little League App) while participating in a game. The POLL-specific rules will be available in the Towers.
 - I. All protests, in addition to meeting the requirements of Rule 4.19 (a-h) of the “Official Regulations and Playing Rules of Little League Baseball” shall be delivered to the POLL President within 24 hours. Disagreement with POLL general rules or POLL division-specific rules is not grounds for protest. A judgment call by an umpire cannot be protested, only a rules violation.

J. Negative cheering is not allowed at any level. Players/coaches/fans cheer for their team, not against their opponents. Cheers, chants, or offensive communications referring to the other team are not permitted. Offensive teams may not chant, cheer, or yell during a pitcher's delivery in an attempt to distract or negatively impact the pitcher's performance. Offenders can be warned and/or removed by the umpire (see Little League Rule 4.06). Fans should not use noisemakers, speakers, or air horns.

K. A team's "winning percentage", which is calculated is as follows:

$$\text{Winning percentage} = \frac{(\# \text{ games won}) + (\frac{1}{2} * \# \text{ games tied})}{(\# \text{ of games played})}$$

Consider the following examples:

- i. Team A is 10-0-0 Winning percentage = $10/10 = 1.000$
- ii. Team B is 4-6-0 Winning percentage = $4/10 = 0.400$
- iii. Team C is 9-0-1 Winning percentage = $9.5/10 = 0.950$
- iv. Team D is 9-1-0 Winning percentage = $9/10 = 0.900$
- v. Team E is 8-0-2 Winning percentage = $9/10 = 0.900$
- vi. Team F is 5-1-4 Winning percentage = $7/10 = 0.700$
- vii. Team G is 0-10-0 Winning percentage = $0/10 = 0.000$
- viii. Team H is 7-2-1 Winning percentage = $7.5/10 = 0.750$
- ix. Team I is 9-0-0 Winning percentage = $9/9 = 1.000$

If teams are tied in winning percentage (even if they have different records such as 9-1- 0 and 8-0-2), the following tiebreakers will be used:

- i. Head-to-head
- ii. Total runs allowed during season

If three or more teams are tied in winning percentage, "head-to-head" should be interpreted to mean the season record in games against that group of teams. For example, if three teams are tied in the standings but one of those teams beat both of the other two teams, that team will get the top seed among those teams, with the remaining two teams to be settled by normal tiebreaking rules between them, i.e., (i) head-to-head; and if necessary, (ii) total runs allowed. In the event of any dispute, the Player Agent will be the final arbiter of standings with respect to tiebreakers.

5. PLAYOFFS – Post-Season Playoff rules and brackets should be established and published to the coaches before the end of the season and should only be modified with approval of the League President and typically only altered because of weather-related restrictions.

Special Rules for Juniors Division

1. GOVERNING RULES

- A. As with all divisions, the Little League Baseball Official Regulations and Playing Rules ("Little League Rules") will apply, except for the local league rules below and elsewhere in this Handbook.

2. DURATION OF THE GAME

- A. Weekday games are typically scheduled to begin at 6:00PM and 8:00PM, respectively for the early and late games. Make-up games may be rescheduled, as required, at times to be announced and may push weekend slotting to three games per night.
- B. The duration of a game is 1 hour 40 minutes from the actual start time or the completion of 7 innings (6 ½ innings if the home team is ahead), whichever comes first. **The official start time of each game will be upon the announcement of the home plate umpire, which typically occurs after the managers and umpires meet at home plate.** The umpire's watch will be the official watch for all purposes. It is each manager's obligation to confirm the "start time" with the umpire. The Championship Game(s) of the Post-Season Tournament shall not be subject to a time limit.
- C. An inning started prior to the 1 hour 40-minute time limit may be completed. An inning is deemed to have started when the third out of the previous inning has been made.
- D. No inning may begin after the 1 hour 40-minute time limit. This rule prevails over all other circumstances.
- E. If a game is called due to weather, it is an official game if 5 innings have been completed or if the home team has scored more runs in 4 ½ innings than the visiting team has scored in 5 complete half innings. A game called because of the time limit will be an official game regardless of the number of innings played. Games with time remaining that are suspended because of weather prior to completion of 5 innings shall be resumed where time was left off and in the situation at hand. If less than one inning is played before suspended and the game is rescheduled, the game will be replayed in its entirety.
- F. The Mercy Rule shall apply in all games as follows: 15 runs after 4 innings, 3 ½ if the home team is ahead; 10 runs after 5 innings, 4 ½ if the home team is ahead; and 8 runs after 6 innings, 5 ½ if the home team is ahead.
- G. Games tied after expiration of the time limit shall be recorded as ½ win and ½ loss in the standings. Extra innings are permitted if the time limit has not expired.
- H. The second game on a weekday evening will begin at the later of 8:00PM or exactly 10 minutes after the final out of the first game. There shall be no infield practice in between the early and late games on a weekday.

3. MANDATORY PLAY AND SUBSTITUTIONS

A. *For the regular season only:*

- i. **A continuous batting order must be used at all times.** Line-up cards (batting order) must be given to the opposing team, PA Announcer and scorekeeper before the start of the game and the official batting order as reflected on the line-up card must be observed throughout the entire game (except for injury and approved “disciplinary suspension”). The batting order must include all players on the team roster who are in attendance and physically able to play. Each player must take a turn at bat in accordance with the order, regardless of whether that player is playing in the field during the inning in which the turn at bat occurs. If a batter is hit by a pitch and cannot promptly take first base due to injury, the player that made the last out is permitted to run for that batter.
- ii. It is required that each player, at minimum, shall play six outs defensively. There are no exceptions to this rule unless the game is shorter than 4 innings for any reason (time limit, Mercy Rule, etc.). The six outs do not have to be consecutive. Any player who misses mandatory play for a game shall start the next scheduled game in the field, play any previous requirement not completed, and the requirement for this game before being removed. **A complaint regarding violation of the minimum play rules must be made by the opposing team Manager to the Player Agent (Commissioner) as soon as possible after the violation is discovered, but in any case in the same day as the violation occurred. Upon a finding that a violation did occur, the violation will result in a penalty to be decided by the President, Vice President and Player Agent, in their sole discretion. As an example, and without limitation, penalties can range from a warning, forfeiture of a game and/or suspension of the violating Manager.**

B. *For the playoffs:*

- i. **A continuous batting order will not be used.** It is required that each player, at minimum, shall bat once and play six outs defensively. There are no exceptions to this rule unless the game is shorter than 4 innings for any reason (time limit, Mercy Rule, etc.). The six outs do not have to be consecutive. Any player who misses mandatory play for a game shall start the next scheduled game, play any previous requirement not completed, and the requirement for this game before being removed.
- ii. For the purpose of satisfying the requirements of Mandatory Play, when a substitute appears offensively for the first time in the game, that player must remain in the game until one of the following occur: he/she is retired as a batter; or he/she is retired as a batter-runner; or he/she reaches base and scores; or after he/she reaches base, the inning or game ends. (See Rule 3.03(a) and Rule 2.00 under definition for “AT-BAT”). **A complaint regarding violation of the minimum play rules must be made by the opposing team Manager to the Player Agent (Commissioner) as soon as possible after the violation is discovered, but in any case in the same day as the violation occurred. Upon a finding that a violation did occur, the violation will result in a penalty to be decided by the President, Vice President and Player Agent, in their sole discretion. As an example, and without limitation, penalties can range from a warning, forfeiture of a game and/or suspension of the violating Manager.**

- iii. For purposes of these rules, please note that offensive and defensive substitutions occur independently. In other words, when a player who was not included in the original 9-person batting lineup comes in to bat for the first time, he/she does not necessarily come in as a defensive substitute at the same moment (or for the same player he/she is batting for). Likewise, an early defensive substitute does not necessarily have to enter the batting lineup at the same moment that he enters as a defensive player. This clarification is intended to give managers flexibility to insert substitute players as soon as possible in the game, without being constrained by a “link” between offensive and defensive substitutions.
 - iv. If you pinch hit ("Pinch Hitter") for a batter, the original batter cannot be reinserted into the batting order until eight players have come to bat after the Pinch Hitter.
 - v. Once each inning a team may utilize a player who is not in the batting order as a special pinch-runner for any offensive player (subject to mandatory play rule above). A team may invoke this rule multiple times in a game, but any one particular player may only be removed for a special pinch-runner one time during a game. The player for whom the pinch-runner runs is not subject to removal from the lineup. If the pinch-runner remains in the game as a substitute defensive or offensive player, the player may not be used again as a pinch-runner while in the batting order.
- C. All substitutions must be announced to the coaches of the opposing team and to the scorekeeper in the tower.
- D. All defensive substitutions must be announced to the coaches of the opposing team and to the scorekeeper in the tower.
- E. Playing with fewer than 9 players:
- i. Any team that does not field at least 8 players within 10 minutes after the scheduled start of the game, or at any time during the game, shall forfeit the game.
 - ii. A team that is playing with at least 8 players shall be entitled to 3 actual outs each inning, including innings in which the ninth spot in the batting order would come up if there were 9 players. There shall be no “ghost out” for a “phantom” ninth player.

4. PRE-GAME SCHEDULE

- A. The second team listed for each game on the game schedule is the home team and shall occupy the third base dugout. The visiting team shall occupy the first base dugout.
- B. Batting Cages – Split Cages 7 and 8 between Home and Visitors.
- C. Infield – During the regular season, it is customary for teams to forego pregame infield warm-up entirely. However, if any team(s) feel strongly in favor of taking pregame infield warm-up, and the ground preparation crew releases the field on time, access to the infield for pregame infield warm-up will be available to each team prior to the earliest game each night as follows:
 - i. Visiting team: 25 minutes prior to game time until 15 minutes prior to game time.
 - ii. Home team: 15 minutes prior to game time until 5 minutes prior to game time.
- D. Infield – Late Game
 - i. There will be no infield taken before the late game. There will be a 10-minute break for umpires and field preparation.

- E. Every effort should be made to start a game on time. If a team arrives late or is not ready to take infield practice at their scheduled time, then the start of the game shall not be delayed to permit infield practice.

5. PITCHING RULES

- A. Post Oak Juniors league enforces the official Little League pitching rules for regular season play, as further described in Regulation VI of the Little League Rules, as amended. For convenience, a summary of the current version of these rules are listed in Section B below.

B. Regulation VI -- Pitchers

- i. All pitching limits referenced below are considered "soft" limits. In other words, if the pitcher reaches the limit imposed by the relevant rule, the pitcher may continue to pitch until the earlier of any one of the following conditions occurs: (1) that batter reaches base; (2) that batter is retired; (3) the third out is made to complete the half-inning or the game; or (4) the pitcher is removed from the mound prior to the batter completing his/her at bat.
- ii. Any 13-year-old or 14-year-old player on a regular season team may pitch. Any 15-year-old allowed to participate in the Junior League Division may be prohibited from pitching if the player's skill level is assessed as inappropriately advanced for that division by the Commissioner.
- iii. Subject to the additional rules regarding pitchers moving to catcher (and vice versa), the following pitch limits and required rest days apply in Juniors:
 - a. **PRE-SPRING BREAK**: Pitch count limit for each pitcher is soft 50 ("soft" meaning if a pitcher starts a new batter with 49 pitches or fewer, he can continue to pitch until that batter is retired, reaches base, or the inning is otherwise concluded).
 - b. **POST-SPRING BREAK**: Pitch count limit for each pitcher is soft 95
 - c. **PITCHER REST DAYS**: Required pitcher's rest days are set forth below.
 - 1-20 pitches in a day (i.e., 20 "soft") = no (0) calendar days of rest required
 - 21-35 pitches in a day (i.e., 35 "soft") = one (1) calendar day of rest required
 - 36-50 pitches in a day (i.e., 50 "soft") = two (2) calendar days of rest required
 - 51-65 pitches in a day (i.e., 65 "soft") = three (3) calendar days of rest required
 - Greater than 65 pitches in a day = four (4) calendar days of rest required
- iv. In addition, there are certain restrictions regarding pitchers moving to catcher (or vice versa) in a game:
 - a. **PITCHER MOVING TO CATCHER**: If a pitcher exceeds a "soft 40" pitch count, the player may not play the position of catcher for the remainder of the day.
 - b. **CATCHER MOVING TO PITCHER**: Any player who has played the position of catcher for even one pitch more than 3 innings (9 defensive outs) in a game is not eligible to pitch on that calendar day. A player who played the position of catcher for 3 innings or less and then moves to the pitcher position may move back to catcher but ONLY if he pitches 20 pitches (soft) or fewer.

- c. **PITCHER TO CATCHER, CANNOT THEN GO BACK TO PITCHER:** Notwithstanding the rule below that (once per game), a pitcher may move to a different defensive position and then back to the pitcher position, it is not allowed for any pitcher who has moved to catcher to then move back to the pitcher position in that game.
- v. A pitcher remaining on defense in the game but moving to a different position (other than catcher), can return as a pitcher at any point in the remainder of the game, but each team can use this rule only once per game.
- vi. Each league must designate the scorekeeper or another game official as the official pitch count recorder.
- vii. The pitch count recorder must provide the current pitch count for any pitcher when requested by either manager or any umpire. However, the manager is responsible for knowing when his/her pitcher must be removed.
- viii. The official pitch count recorder should inform the umpire-in-chief when a pitcher has delivered his/her maximum limit of pitches for the game, as noted in Regulation VI(c). The umpire-in-chief will inform the pitcher's manager that the pitcher must be removed in accordance with Regulation VI(c). However, the failure by the pitch count recorder to notify the umpire-in-chief, and/or the failure of the umpire-in-chief to notify the manager, does not relieve the manager of his/her responsibility to remove a pitcher when that pitcher is no longer eligible.
- ix. Violation of any section of this rule can result in protest of the game in which it occurs. Protests shall be made in accordance with Playing Rule 4.19.
- x. A player may be used as a pitcher in up to two games in a day. If a pitcher delivers 31 or more pitches in the first game (soft 30 limit), the player may not pitch in the second game that day. Note, the total number of pitches that pitcher may pitch in both games combined is the daily maximum of 95.

C. Notes

- i. The withdrawal of an ineligible pitcher after that pitcher is announced, or after a warm-up pitch is delivered, but before that player has pitched a ball to a batter, shall not be considered a violation. Little League officials are urged to take precautions to prevent protests. When a protest situation is imminent, the potential offender should be notified immediately.
- ii. Pitches delivered in games declared "Regulation Tie Game" or "Suspended Games" shall be charged against pitcher's eligibility.
- iii. In suspended games resumed on another day, the pitchers of record at the time the game was halted may continue to pitch to the extent of their eligibility for that day, provided said pitcher has observed the required days of rest.
- iv. The defense may elect to "Intentionally Walk" the batter by announcing such decision to the plate umpire. The request may be made prior to or during the at-bat. A player may only be intentionally walked by announcing such decision to the home plate umpire one time during the course of the game. This would not restrict a team from throwing four balls outside of the strike zone to this batter at another time during the game. Note, the appropriate number of balls needed based on the count of the batter at the time of the manager's request to complete the Intentional Walk will be added to the pitch count.

- v. Unless otherwise designated by the Player Agent, the managers or a designated coach of each team shall act as the official pitch count recorders during each game. The manager or designated coach of each team shall meet after each half inning and agree on the pitch count for all pitchers having pitched in that half inning. Each team shall maintain independent pitch count records. Managers are encouraged to notify the opposing manager when an opposing pitcher is nearing the maximum pitch count in order avoid any disputes after a pitcher may have exceeded the maximum pitch count. In the event of any dispute over number of pitches, the Player Agent shall have final authority to resolve the dispute.
- vi. **As soon as possible after the completion of each game, the winning team manager is responsible for reporting to the email address juniorscores@post oakll.com the official pitch counts for each pitcher that were agreed to between the two managers.** Failure to report pitch counts may result in a penalty imposed by the Player Agent in his/her sole discretion.
- vii. Unless otherwise announced by the Player Agent, the pitching limits and rest days described above apply also to the Post-Season Tournament.

6. OTHER RULES

- A. Games will start at the designated time originally scheduled. A game can be delayed no more than 10 minutes beyond the designated starting time for failure to have at least nine players. After the 10-minute grace period, a team with at least 8 players has the option of starting the game with the players present or forfeiting. Teams with less than 8 players must forfeit.
- B. Each team may (but are not obligated to) use a courtesy runner for its catcher when the catcher is on base and there are two outs in any inning. The courtesy runner shall be the player making the last out. There will be no courtesy runner for any position other than catcher. To further clarify, there are only two scenarios in which there can be a pinch runner in Juniors: (i) the 2-out catcher courtesy runner or (ii) an injury that prevents a base-runner from continuing to play in the game.
- C. On a squeeze play, the batter must either bunt or take the pitch. If the batter swings at the ball, the batter is automatically out, and the runner goes back to third.
- D. There shall be no restriction on the number of coaches in the dugout during a game, provided that all such coaches have properly registered with, and been approved by, Post Oak Little League for participation as a Juniors League coach and completed all training and background check requirements.
- E. Coaches should not leave the dugout area except to confer with a player or umpire and only after receiving permission from an umpire. As an accommodation to our particular dugout design, the defensive team is allowed to have one coach just outside the entrance of the on-deck cage to call pitches. The offensive team is allowed one third-base coach and one first-base coach. All other coaches should be in the dugout / on-deck cage, or within arm's length of the dugout if outside of the dugout. No coaches will be allowed to stand or sit any closer to home than the coach calling pitches. Coaches in violation of these requirements may be warned, then removed from the game upon repeated violation.
- F. No defensive player may change positions in the middle of an inning unless there is an injury on the defensive team that requires a substitution or there is a pitcher change.

7. POST-SEASON TOURNAMENT CHAMPIONSHIP

- A. Double Elimination – For the Juniors division, the Post-Season Tournament shall be a double elimination tournament.
- B. The Championship Round shall consist of up to two games and shall be contested by the team that remained undefeated before the championship (the “Winner’s Bracket Team”) and the team with one loss remaining in the tournament before the championship (the “Loser’s Bracket Team”).
- C. If the Winner’s Bracket Team wins Championship Game 1, that team shall be declared the Post-Season Tournament Champion.
- D. If (and only if) the Winner’s Bracket Team loses Championship Game 1, the same teams shall play Championship Game 2, at a time appointed by the Player Agent, and the winner of that game shall be declared the Post-Season Tournament Champion.
- E. The Winner’s Bracket Team shall be the Home Team for Championship Game 1.
- F. The Loser’s Bracket Team shall be the Home Team for Championship Game 2, if necessary.

Special Rules for Majors Division

1. GOVERNING RULES

- A. As with all divisions, the Little League Baseball Official Regulations and Playing Rules ("Little League Rules") will apply, except for the local league rules below and elsewhere in this Handbook.

2. DURATION OF THE GAME

- A. The duration of a game is 1 hour 40 minutes from the actual start time or the completion of 6 innings (5 ½ innings if the home team is ahead), whichever comes first. **The official start time of each game will be upon the announcement of the home plate umpire, which typically occurs after the managers and umpires meet at home plate.** The umpire's watch will be the official watch for all purposes. It is each manager's obligation to confirm the "start time" with the umpire. The Championship Game(s) of the Post-Season Tournament shall not be subject to a time limit.
- B. An inning started prior to the 1 hour 40-minute time limit may be completed. An inning is deemed to have started when the third out of the previous inning has been made.
- C. No inning may begin after the 1 hour 40-minute time limit. This rule prevails over all other circumstances.
- D. If a game is called due to weather, it is an official game if 4 innings have been completed or if the home team has scored more runs in 3 ½ innings than the visiting team has scored in 4 complete half innings. A game called because of the time limit will be an official game regardless of the number of innings played. Games with time remaining that are suspended because of weather prior to completion of 4 innings shall be resumed where time was left off and in the situation at hand. If less than one inning is played before suspended and the game is rescheduled, the game will be replayed in its entirety.
- E. Play will continue in the event of a tie until time has expired and a full inning has been completed. (With prior written approval from the President, this rule may be altered by the Player Agent but must be done so prior to the conclusion of the draft, and with full written disclosure to all Majors division Coaches. If no specific change has been made, every season will begin with the default rule that play will continue in the event of a tie until time has expired and a full inning has been completed.)
- F. The Mercy Rule shall apply in all games as follows: 15 runs after 3 innings, 2½ if the home team is ahead; 10 runs after 4 innings, 3 ½ if the home team is ahead; and 8 runs after 5 innings, 4 ½ if the home team is ahead. Invoking the Mercy Rule officially ends the game. If time permits under the time limit and both managers concur, the game may continue for fun/practice. Pitch count rules are not in effect once the Mercy Rule is invoked, but managers are strongly encouraged to use other pitchers who have not pitched a lot during the season after the Mercy Rule has been called.

3. MANDATORY PLAY

- A. **A continuous batting order must be used at all times.** Line-up cards (batting order) must be given to the opposing team, PA Announcer and scorekeeper before the start of the game and the official batting order as reflected on the line-up card must be observed throughout the entire game (except for injury and approved “disciplinary suspension”). The batting order must include all players on the team roster who are in attendance and physically able to play. Each player must take a turn at bat in accordance with the order, regardless of whether that player is playing in the field during the inning in which his/her turn at bat occurs. If a batter is hit by pitch and cannot take first base promptly due to injury, the player that made the last out is permitted to run for that batter.
- B. Except in extreme cases of “disciplinary suspension” as defined by Little League rules or injury, each player **must** play defensively every other inning at a **minimum**. **A complaint regarding violation of the minimum play rules must be made by the opposing team Manager to the Player Agent (Commissioner) as soon as possible after the violation is discovered, but in any case in the same day as the violation occurred. Upon a finding that a violation did occur, the violation will result in a penalty to be decided by the President, Vice President and Player Agent, in their sole discretion. As an example, and without limitation, penalties can range from a warning, forfeiture of a game and/or suspension of the violating Manager.**
- C. Disciplinary suspension during the game may only be granted by the umpire at the request of the player in question's coach.

4. PITCHING RULES

- A. Post Oak Majors division enforces the official Little League pitching rules for regular season play, as further described in Regulation VI of the Little League Rules, as amended. For convenience, a summary of the current version of these rules are listed in Section B below.
- B. Regulation VI -- Pitchers
 - i. All pitching limits referenced below are considered “soft” limits. In other words, if the pitcher reaches the limit imposed by the relevant rule, the pitcher may continue to pitch until the earlier of any one of the following conditions occurs: (1) That batter reaches base; (2) That batter is retired; (3) The third out is made to complete the half-inning or the game; or (4) The pitcher is removed from the mound prior to the batter completing his/her at bat.
 - ii. Any player on a regular season team may pitch. (NOTE: There is no limit to the number of pitchers a team may use in a game.) Exception: Any player who has played the position of catcher in four (4) or more innings in a game is not eligible to pitch on that calendar day. A player who played the position of catcher for three (3) innings or less, moves to the pitcher position, and delivers 21 pitches (soft 20 limit) or more in the same day, may not return to the catcher position on that calendar day. The catcher receiving one pitch to a batter in the fourth inning constitutes having caught four (4) innings.
 - iii. If a pitcher delivers 41 or more pitches (soft 40 limit), the player may not play the position of catcher for the remainder of the day.
 - iv. A pitcher once removed from the mound cannot return as a pitcher.

- v. The manager must remove the pitcher when said pitcher reaches the limit for his/her age group as noted below, but the pitcher may remain in the game at another position.
 - a. League Age 11-12:
 - Pre-Spring Break: 50 pitches per day (soft 50 limit)
 - Post-Spring Break: 85 pitches per day (soft 85 limit)
 - vi. Pitchers league age 14 and under must adhere to the following rest requirements:
 - a. 1-20 pitches in a day = no (0) calendar days of rest required
 - b. 21-35 pitches in a day = one (1) calendar day of rest required
 - c. 36-50 pitches in a day = two (2) calendar days of rest required
 - d. 51-65 pitches in a day = three (3) calendar days of rest required
 - e. Greater than 65 pitches in a day = four (4) calendar days of rest required
 - vii. Each team must designate a scorekeeper as the official pitch count recorder.
 - viii. The pitch count recorder must provide the current pitch count for any pitcher when requested by either manager or any umpire. However, the manager is responsible for knowing when his/her pitcher must be removed.
 - ix. The official pitch count recorder should inform the umpire-in-chief when a pitcher has delivered his/her maximum limit of pitches for the game, as noted in Regulation VI(c). The umpire-in-chief will inform the pitcher's manager that the pitcher must be removed in accordance with Regulation VI(c). However, the failure by the pitch count recorder to notify the umpire-in-chief, and/or the failure of the umpire-in-chief to notify the manager, does not relieve the manager of his/her responsibility to remove a pitcher when that pitcher is no longer eligible.
 - x. Violation of any section of this rule can result in protest of the game in which it occurs. Protests shall be made in accordance with Playing Rule 4.19.
 - xi. A player may not pitch in more than one game in a day.
 - xii. The withdrawal of an ineligible pitcher after that pitcher is announced, or after a warm-up pitch is delivered, but before that player has pitched a ball to a batter, shall not be considered a violation. Little League officials are urged to take precautions to prevent protests. When a protest situation is imminent, the potential offender should be notified immediately.
 - xiii. Pitches delivered in games declared "Regulation Tie Game" or "Suspended Games" shall be charged against pitcher's eligibility.
 - xiv. In suspended games resumed on another day, the pitchers of record at the time the game was halted may continue to pitch to the extent of their eligibility for that day, provided said pitcher has observed the required days of rest.
- C. Little League Rule 8.00 et seq. governs illegal pitches. For example, it is an illegal pitch for the pitcher to make a "quick pitch" (i.e. a pitch delivered before the batter is reasonably set in the batter's box). The penalty is that the pitch should be called a ball. If a play follows the illegal pitch, the play shall be allowed to continue as a delayed dead ball. Upon completion of the play, the manager of the offense may advise the plate umpire of a decision to decline the illegal pitch penalty and accept the play. However, if the batter hits the ball and reaches first base safely, and if all base-runners advance at least one base on the action resulting from the batted ball, the play

proceeds without reference to the illegal pitch. The defense may elect to “Intentionally Walk” the batter by announcing such decision to the plate umpire. The request may be made prior to or during the at-bat. A player may only be intentionally walked by announcing such decision to the home plate umpire one time during the course of the game. This would not restrict a team from throwing four balls outside of the strike zone to this batter at another time during the game. Note, the appropriate number of balls needed based on the count of the batter at the time of the manager’s request to complete the Intentional Walk will be added to the pitch count.

5. OTHER RULES

- A. Games will start at the designated time originally scheduled. A game can be delayed no more than 10 minutes beyond the designated starting time for failure to have at least nine players. After the 10-minute grace period, a team with at least 8 players has the option of starting the game with the players present or forfeiting. Teams with less than 8 players must forfeit.
- B. No defensive player may change positions in the middle of an inning unless there is an injury on the defensive team that requires a substitution or there is a pitcher change.
- C. For Majors, POLL has adopted Rule 6.05(b), that permits players to advance on a third strike that is not caught in flight by the catcher: A batter is out when (1) a third strike is legally caught by the catcher; or (2) a third strike is not caught by the catcher when first base is occupied before two are out.
- D. Coaches should not leave the dugout area except to confer with a player or umpire and only after receiving permission from an umpire. As an accommodation to our particular dugout design, the defensive team is allowed to have one coach just outside the entrance of the on-deck cage to call pitches. The offensive team is allowed one third-base coach and one first-base coach. All other coaches should be in the dugout / on-deck cage, or within arm's length of the dugout if outside of the dugout. No coaches will be allowed to stand or sit any closer to home than the coach calling pitches. Coaches in violation of these requirements may be warned, then removed from the game upon repeated violation.

6. POST-SEASON TOURNAMENT CHAMPIONSHIP

- A. Double Elimination – For the Majors division, the Post-Season Tournament shall be a double elimination tournament.
- B. The Championship Round shall consist of up to two games and shall be contested by the team that remained undefeated before the championship (the “Winner’s Bracket Team”) and the team with one loss remaining in the tournament before the championship (the “Loser’s Bracket Team”).
- C. If the Winner’s Bracket Team wins Championship Game 1, that team shall be declared the Post-Season Tournament Champion.
- D. If (and only if) the Winner’s Bracket Team loses Championship Game 1, the same teams shall play Championship Game 2, at a time appointed by the Player Agent, and the winner of that game shall be declared the Post-Season Tournament Champion.
- E. The Winner’s Bracket Team shall be the Home Team for Championship Game 1.
- F. The Loser’s Bracket Team shall be the Home Team for Championship Game 2, if necessary.

Special Rules for Minors Division

1. GOVERNING RULES

- A. As with all divisions, the Little League Baseball Official Regulations and Playing Rules ("Little League Rules") will apply, except for the local league rules below and elsewhere in this Handbook.

2. DURATION OF THE GAME

- A. The duration of a game is 1 hour 40 minutes from the actual start time or the completion of 6 innings (5 ½ innings if the home team is ahead), whichever comes first. **The official start time of each game will be upon the announcement of the home plate umpire, which typically occurs after the managers and umpires meet at home plate.** The umpire's watch will be the official watch for all purposes. It is each manager's obligation to confirm the "start time" with the umpire. The Championship Game(s) of the Post-Season Tournament shall not be subject to a time limit.
- B. An inning started prior to the 1 hour 40-minute time limit may be completed. An inning is deemed to have started when the third out of the previous inning has been made.
- C. No inning may begin after the 1 hour 40-minute time limit. This rule prevails over all other circumstances.
- D. If a game is called due to weather, it is an official game if 4 innings have been completed or if the home team has scored more runs in 3 ½ innings than the visiting team has scored in 4 complete half innings. A game called because of the time limit will be an official game regardless of the number of innings played. Games with time remaining that are suspended because of weather prior to completion of 4 innings shall be resumed where time was left off and in the situation at hand. If less than one inning is played before suspended and the game is rescheduled, the game will be replayed in its entirety.
- E. Play will continue in the event of a tie until time has expired and a full inning has been completed. (With prior written approval from the President, this rule may be altered by the Player Agent but must be done so prior to the conclusion of the draft, and with full written disclosure to all Minors division Coaches. If no specific change has been made, every season will begin with the default rule that play will continue in the event of a tie until time has expired and a full inning has been completed.)
- F. The 5-run per inning limit is in effect during the regular season. Accordingly, the Mercy Rule applies whenever a team is mathematically eliminated from at least achieving a tie in the game. For post-season play where there is no 5-run limit, the Mercy Rule shall apply in all games as follows: 15 runs after 3 innings, 2 ½ if the home team is ahead; 10 runs after 4 innings, 3 ½ if the home team is ahead; and 8 runs after 5 innings, 4 ½ if the home team is ahead. Invoking the Mercy Rule, officially ends the game. If time permits under the time limit and both managers concur, the game may continue for fun/practice. Pitch count rules are not in effect once the Mercy Rule is invoked, but managers are strongly encouraged to use other pitchers who have not pitched a lot during the season after the Mercy Rule has been called.

3. MANDATORY PLAY

- A. **A continuous batting order must be used at all times.** Line-up cards (batting order) must be given to the opposing team, PA Announcer and scorekeeper before the start of the game and the official batting order as reflected on the line-up card must be observed throughout the entire game (except for injury and approved “disciplinary suspension”). The batting order must include all players on the team roster who are in attendance and physically able to play. Each player must take a turn at bat in accordance with the order, regardless of whether that player is playing in the field during the inning in which his/her turn at bat occurs. If a batter is hit by pitch and cannot take first base promptly due to injury, the player that made the last out is permitted to run for that batter.
- B. Except in extreme cases of “disciplinary suspension” (as defined by Little League Rules) or injury, each player **must** play defensively every other inning at a **minimum**. **A complaint regarding violation of the minimum play rules must be made by the opposing team Manager to the Player Agent (Commissioner) as soon as possible after the violation is discovered, but in any case in the same day as the violation occurred. Upon a finding that a violation did occur, the violation will result in a penalty to be decided by the President, Vice President and Player Agent, in their sole discretion. As an example, and without limitation, penalties can range from a warning, forfeiture of a game and/or suspension of the violating Manager.**

4. PITCHING RULES

- A. Post Oak Minors follows the official Little League pitching rules for regular season play, as further described in Regulation VI of the Little League Rules, as amended. For convenience, a summary of the current version of these rules are listed in Section B below.
- B. Regulation VI -- Pitchers
 - i. All pitching limits referenced below are considered “soft” limits. In other words, if the pitcher reaches the limit imposed by the relevant rule, the pitcher may continue to pitch until the earlier of any one of the following conditions occurs: (1) That batter reaches base; (2) That batter is retired; (3) The third out is made to complete the half-inning or the game; or (4) The pitcher is removed from the mound prior to the batter completing his/her at bat.
 - ii. Any player on a regular season team may pitch (except for 12-year-olds playing down). (NOTE: There is no limit to the number of pitchers a team may use in a game.) Exception: Any player who has played the position of catcher in four (4) or more innings in a game is not eligible to pitch on that calendar day. A player who played the position of catcher for three (3) innings or less, moves to the pitcher position, and delivers 21 pitches (soft 20 limit) or more in the same day, may not return to the catcher position on that calendar day. The catcher receiving one pitch to a batter in the fourth inning constitutes having caught four (4) innings.
 - iii. If a pitcher delivers 41 or more pitches (soft 40 limit), the player may not play the position of catcher for the remainder of the day.
 - iv. A pitcher once removed from the mound cannot return as a pitcher.

- v. The manager must remove the pitcher when said pitcher reaches the limit for his/her age group as noted below, but the pitcher may remain in the game at another position:
 - a. League Age 10:
 - Pre-Spring Break: 50 pitches per day (soft 50 limit)
 - Post-Spring Break: 75 pitches per day (soft 75 limit)
 - b. League Age 11:
 - Pre-Spring Break: 50 pitches per day (soft 50 limit)
 - Post-Spring Break: 85 pitches per day (soft 85 limit)
 - c. League Age 12 playing down:
 - Not eligible to pitch
- vi. Pitchers league age 14 and under must adhere to the following rest requirements:
 - a. 1-20 pitches in a day = no (0) calendar days of rest required
 - b. 21-35 pitches in a day = one (1) calendar day of rest required
 - c. 36-50 pitches in a day = two (2) calendar days of rest required
 - d. 51-65 pitches in a day = three (3) calendar days of rest required
 - e. Greater than 65 pitches in a day = four (4) calendar days of rest required
- vii. Each team must designate a scorekeeper as the official pitch count recorder.
- viii. The pitch count recorder must provide the current pitch count for any pitcher when requested by either manager or any umpire. However, the manager is responsible for knowing when his/her pitcher must be removed.
- ix. The official pitch count recorder should inform the umpire-in-chief when a pitcher has delivered his/her maximum limit of pitches for the game, as noted in Regulation VI(c). The umpire-in-chief will inform the pitcher's manager that the pitcher must be removed in accordance with Regulation VI(c). However, the failure by the pitch count recorder to notify the umpire-in-chief, and/or the failure of the umpire-in-chief to notify the manager, does not relieve the manager of his/her responsibility to remove a pitcher when that pitcher is no longer eligible.
- x. Violation of any section of this rule can result in protest of the game in which it occurs. Protests shall be made in accordance with Playing Rule 4.19.
- xi. A player may not pitch in more than one game in a day.
- xii. The withdrawal of an ineligible pitcher after that pitcher is announced, or after a warm-up pitch is delivered, but before that player has pitched a ball to a batter, shall not be considered a violation. Little League officials are urged to take precautions to prevent protests. When a protest situation is imminent, the potential offender should be notified immediately.
- xiii. Pitches delivered in games declared "Regulation Tie Game" or "Suspended Games" shall be charged against pitcher's eligibility.
- xiv. In suspended games resumed on another day, the pitchers of record at the time the game was halted may continue to pitch to the extent of their eligibility for that day, provided said pitcher has observed the required days of rest.

- C. Little League Rule 8.00 et seq. governs illegal pitches. For example, it is an illegal pitch for the pitcher to make a “quick pitch” (i.e. a pitch delivered before the batter is reasonably set in the batter’s box). The penalty is that the pitch should be called a ball. If a play follows the illegal pitch, the play shall be allowed to continue as a delayed dead ball. Upon completion of the play, the manager of the offense may advise the plate umpire of a decision to decline the illegal pitch penalty and accept the play. However, if the batter hits the ball and reaches first base safely, and if all base-runners advance at least one base on the action resulting from the batted ball, the play proceeds without reference to the illegal pitch.
- D. The defense may elect to “Intentionally Walk” the batter by announcing such decision to the plate umpire. The request may be made prior to or during the at-bat. A player may only be intentionally walked by announcing such decision to the home plate umpire one time during the course of the game. This would not restrict a team from throwing four balls outside of the strike zone to this batter at another time during the game. Note, the appropriate number of balls needed based on the count of the batter at the time of the manager’s request to complete the Intentional Walk will be added to the pitch count.

5. OTHER RULES

- A. Games will start at the designated time originally scheduled. A game can be delayed no more than 10 minutes beyond the designated starting time for failure to have at least nine players. After the ten-minute grace period, a team with at least 8 players has the option of starting the game with the players present or forfeiting. Teams with less than 8 players must forfeit.
- B. No defensive player may change positions in the middle of an inning unless there is an injury on the defensive team that requires a substitution or there is a pitcher change.
- C. Batters may not advance on dropped third strikes.
- D. Coaches should not leave the dugout area except to confer with a player or umpire and only after receiving permission from an umpire. As an accommodation to our particular dugout design, the defensive team is allowed to have one coach just outside the entrance of the on-deck cage to call pitches. The offensive team is allowed one third-base coach and one first-base coach. All other coaches should be in the dugout / on-deck cage, or within arm's length of the dugout if outside of the dugout. No coaches will be allowed to stand or sit any closer to home than the coach calling pitches. Coaches in violation of these requirements may be warned, then removed from the game upon repeated violation.
- E. The Post-Season Tournament shall be a single loss elimination tournament.

Special Rules for Pee Wees Division

1. GOVERNING RULES

- A. As with all divisions, the Little League Baseball Official Regulations and Playing Rules ("Little League Rules") will apply, except for the local league rules below and elsewhere in this Handbook.

2. DUGOUT PARTICIPANTS

- A. There shall be no more than 4 adults in a team's dugout during a game. No children (brothers, sisters, friends, etc.) are allowed in the dugout during a game other than the team members. Except for base coaches during their time at bat, all other coaches should be in the dugout / on-deck cage, or within arm's length of the dugout if outside of the dugout. No coaches will be allowed to stand or sit any closer to home than the far side of the on-deck cage opening. Coaches in violation of these requirements may be warned, then removed from the game upon repeated violation. Please note the rulebook, if a base coach, by touching or holding a runner, physically assists that runner in returning to or leaving the base, the runner will be automatically out. See Little League Rule 7.09(h).

3. THE GAMES

- A. An official game is the first to occur of (1) 80 minutes from the official start time or (2) per Rule 4.10 of the *Little League Rules*, even if the game is tied. The Little League 5-run per inning rule is in effect for the regular season. Accordingly, the Mercy Rule applies whenever a team is mathematically eliminated from at least achieving a tie in the game. At the election of the Player Agent, the 5-run per inning rule may be waived for the Post-Season Tournament.
- B. An inning started prior to the 80-minute time limit must be completed (or at least the top half of the inning if the home team is ahead). An inning is deemed to have started when the third out of the previous inning has been made.
- C. Under no circumstance may an inning begin after the 80-minute time limit. **The official start time of each game will be upon the announcement of the home plate umpire, which typically occurs after the managers and umpires meet at home plate.** The umpire's watch will be the official watch for all purposes. It is each manager's obligation to confirm the "start time" with the umpire. Before the Post-Season Tournament starts, the President may elect to disregard the time limit for any rounds of the tournament.
- D. No stalling will be allowed in an attempt to circumvent the time limits set out in this section. If the umpire, in his/her sole judgment, determines that a team is stalling, that team will forfeit the game and the other team will be declared the winner.
- E. During the Post-Season Tournament, in a quarter-final, semi-final or championship game, a game will not be deemed to have reached regulation before six innings have been played on account of weather. In the event such a game cannot be continued due to weather (or other conditions affecting the field including loss of field lights), the game shall resume at a time appointed by the Player Agent and continue until six innings have been completed or the time limit has expired (if not previously waived by the President). The game shall resume with the exact conditions (batter's count, score, etc.) as when the game was suspended.

4. BATTING RULES

- A. **A continuous batting order must be used at all times.** Line-up cards (batting order) must be given to the opposing team, PA Announcer and scorekeeper before the start of the game and the official batting order as reflected on the line-up card must be observed throughout the entire game (except for injury and approved “disciplinary suspension”). The batting order must include all players on the team roster who are in attendance and are physically able to play. Each player must take a turn at bat in accordance with the order, regardless of whether that player is playing in the field during the inning in which his/her turn at bat occurs.
- B. There are no walks. Each player will be delivered up to six pitches to put the ball in play unless the player strikes out. (Additional pitches may be granted if the umpire, in his/her sole judgment, believes more pitches are warranted because of pitching machine error). If the sixth pitch is fouled off, the player will receive another pitch, and so-on thereafter, until the player either strikes out or puts the ball in play.

5. DEFENSIVE PLAYING RULES

- A. Except in extreme cases of “disciplinary suspension” (as defined in the Little League Rules), each player **must** play defensively every other inning at a minimum. **A complaint regarding violation of the minimum play rules must be made by the opposing team Manager to the Player Agent (Commissioner) as soon as possible after the violation is discovered, but in any case in the same day as the violation occurred. Upon a finding that a violation did occur, the violation will result in a penalty to be decided by the President, Vice President and Player Agent, in their sole discretion. As an example, and without limitation, penalties can range from a warning, forfeiture of a game and/or suspension of the violating Manager.**
- B. Disciplinary suspension during the game may only be granted by the umpire at the request of the player in question’s coach.
- C. A team with less than 9 players **may** play the game short-handed with 8 players.
- D. *No more than twice per game and one time in any 1 inning*, the manager or designated coach may call a 90 second time-out (from the time the time-out is granted) to speak with his/her team. The manager or designated coach may not cross the base line to conference. Violation of this provision will result in the base runners advancing one (1) base, *including from third to home*.
- E. No defensive player may change positions in the middle of an inning unless there is an injury to a defensive player that requires a substitution.
- F. Defensive team alignments must consist of no more than three (3) outfielders. The umpire will determine whether, for instance, a player is playing “deep short” or left field. All teams are offered one warning. Subsequent violations of this provision will result in the base runners advancing one (1) base, *including from third to home*.

6. OTHER RULES

- A. No bunts will be allowed.
- B. Players and spectators may not yell, swing, clap or stomp in cadence, or otherwise distract players on the other team.

- C. A base runner may steal second or third, after a pitched ball has crossed the plate; provided, however, a base runner cannot leave the base until the pitched ball has *crossed home plate*. **All** violations of this rule are "dead ball violations" – all play stops. The first violation by each team shall receive a warning – all subsequent violations by any previously "warned" team will result in that team's runner being called out. **This rule will be strictly enforced.**
 - D. After a pitched ball, the ball is "dead" from the catcher to the pitcher. If a base runner has not committed to steal a base and does not continue with such effort (as determined by the umpire), he/she may not advance on an overthrow from the catcher to the pitcher. A catcher may attempt to throw a runner out at any base (including the base that the runner originated) and the ball is in play, subject to Rule 6E below.
 - E. A base runner may score only on a batted ball, except as a result of a rules violation. Runners may advance only one base on any steal or overthrow of a non-batted ball.
 - F. There will be one warning per team for a "thrown bat". However the play shall stand. Once the warning has been issued to the team, **anyone** throwing a bat (in the umpire's sole discretion) will be called out, the ball dead, and all runners returned to their original bases, just as if the batter had not batted the ball.
 - G. Coaches may request a time out for a rule clarification of an umpire's call. There will be no arguing with the umpires during the game. Discuss your complaint after the game or bring it to Player Agent's attention.
 - H. A batted ball that strikes the pitching machine, whether or not it has deflected off a defensive player (as opposed to thrown), is considered a "dead-ball" and all runners will advance one base.
 - I. The "Infield Fly Rule" will **NOT** be enforced.
 - J. The Post-Season Tournament shall be a single loss elimination tournament.
7. SAFETY / EQUIPMENT RULES
- A. No swinging of bats in the "batting area" of the dugout will be allowed **at any time**.
 - B. Only the "on deck" and "in the hole" batters may occupy the "batting area" of the dugout. All other players must be in the "bench area".
 - C. Each batter and pitcher must wear a helmet **with an attached facemask**.
 - D. Catchers must wear a protective cup when in the field. All male players are encouraged to wear protective cups when on the field.

Code of Conduct / Disciplinary Measures – Zero Tolerance Policy

Regulation XIV of Little League Baseball says, “The actions of players, managers, coaches, umpires and League officials shall be above reproach.” All Post Oak Little League parents, managers, coaches, and players are expected to conduct themselves with the highest character. Sometimes people fall short and violate certain rules and regulations. Such violations require corresponding and appropriate disciplinary measures.

The disciplinary steps listed below are not the exclusive means for dealing with offenders, nor does this document include all Post Oak Little League or Little League rules and regulations for which offenders may be disciplined. The rules and regulations concerning conduct are found in several sources: the Little League Rule Book, and the Zero Tolerance Policy stated below.

Post Oak Little League Policy of Zero Tolerance

The mission statement of Post Oak Little League (“POLL”) is “to implant firmly in children of the community the ideals of good sportsmanship, honesty, loyalty, courage and respect for authority, so that they may be well-adjusted, stronger and happier children and will grow to be good, decent, healthy and trustworthy citizens...(and)... all directors, officers, managers, coaches and members of the league shall bear in mind that the attainment of exceptional athletic skills or the winning of games is secondary. The molding of children into future citizens is of prime importance.”

In an effort to adhere to the ideals outlined in our mission statement, the Directors of POLL have adopted a policy of “zero tolerance” regarding abusive, rude or unsportsmanlike conduct by any player, coach or spectator.

With respect to any regular spring season, fall season, playoff or tournament game, the POLL Board of Directors hereby establishes a policy of zero tolerance which will be enforced in any situation where an umpire ejects a player or coach from a scheduled game, or ejects any spectator from the premises of any scheduled game, “for cause”. “For cause” shall be deemed to include, but not be limited to the following infractions:

1. Throwing of a helmet or other equipment in anger or with intent to injure;
2. Profanity or verbal abuse directed at any umpire or other participant(s) or spectator(s), the determination of which shall be based on the umpire’s best judgment;
3. Unsolicited physical contact which would constitute assault under state law.

Any player, coach or spectator of POLL ejected “for cause” shall be suspended from his/her team’s next two (2) games and will not be allowed on the field, POLL premises, and may not participate in any way in the games played during the time of the suspension. In the event the ejected player or coach does not leave the field immediately following his/her ejection, that individual’s team shall immediately forfeit the game. In the event an ejected spectator refuses to leave the premises, his/her team shall immediately forfeit the game.

In the event any player, coach or spectator who is a POLL member serving, or who has served during the current season, a suspension under the policy of zero tolerance and there is a second incident in which such player, coach or spectator is ejected by an umpire, then such player, coach or spectator shall be banned from participating in POLL activities for the remainder of the season, including play-offs and tournament games.

The League President and the Board of Directors also reserve the right to invoke suspensions and/or requirements to perform community service on the POLL campus for any incidents between players, coaches, game officials or spectators that occur on the POLL campus or other locations where a POLL regular season or tournament team is participating that are deemed “for cause” and that do not occur during an official game.

If you have any questions, please contact your Player Agent or the Board of Directors. It is the responsibility of the manager of each team to make sure that all players, coaches and spectators are aware of POLL’s zero tolerance policy.

Post Oak Little League Registration and Draft Policy

Consistent with Little League rules, it is the policy of the Board of Directors of Post Oak Little League that:

1. Subject to the physical limitations of our facilities, all players living within the League Boundaries shall be able to play Little League Baseball, and
2. All players are able to compete in a division of POLL that, in the opinion of POLL Board and coaches, is the most compatible with the player's physical skills and maturity.

POLL offers up to five levels or divisions of competition for its participants. These divisions are Juniors, Intermediates (50/70), Majors, Minors and Pee Wees. The players in each of these divisions are **typically** chosen based on the results of a skills evaluation (tryout) held before the first weekend in February.

The Juniors division is for eligible 12-year-old players who are in the 7th grade, 13 and 14-year-old players, as well as 15-year-old players in 8th grade. The Majors is comprised of players ages 11 and 12. Players in the Minors League division are ages 10 and 11. Players in the Pee Wees League division are ages 8 and 9.

A player of age 12, at the request of his/her parents or guardians, may petition the POLL Board to play in the Minors and therefore not be eligible to be selected into the Majors. Similarly, a player of age 10, at the request of his/her parents or guardians, may petition the POLL Board to play in the Pee Wees and therefore not be eligible to be selected into the Minors. All requests to play in a designated league will be considered by the POLL Board and the coaches of the respective divisions. All petitions shall be submitted at the time of player tryouts.

The petitioning player's level of skill, as judged by the POLL Board and coaches, will be the primary determinant of whether a petition will be approved by POLL. Based on these judgments, a player's petition will be approved or rejected. In reviewing a player's petition, other factors which may be considered by POLL include the number of teams in each division and the expected quantity of players eligible to participate in each division. A petition will be denied if the POLL Board, with the assistance of the coaches of each division, believes that the player has the physical skills and maturity to compete at the higher level.

Based on the results of the skills evaluation and taking into consideration the player petitions, players are selected by the coaches in a draft. All 12-year-old players must play in Majors (subject to limited exceptions), and no 13-year-old will be allowed to play in Majors. There is no guarantee that any 11-year-old player will be selected to play in Majors.

POLL All-Star Elections and the Post-Season Tournament Team Selection Process

OVERVIEW

Certain talented players from each of POLL's divisions will achieve the honorary distinction as POLL "**All-Stars**" based on their performance during the season and votes cast by managers and coaches via ballot given and tabulated near the end of the season.

POLL's elected Honorary "**All-Stars**" **ARE NOT** the same as Post Oak Little League's **Tournament Teams**, which are players selected to represent POLL in post-season tournament play in Little League tournaments pursuant to Little League Tournament rules. The process below, which may be modified at the discretion of the Board of Directors, describes the election of POLL's Honorary "All-Star" players and the selection of its Tournament Teams.

Tournament Teams **CANNOT** be announced or begin practice prior to dates set by Little League, in accordance with national policy and based on starting dates of tournaments. Players must be of the proper league age to participate on any Tournament Team.

The election of POLL's Honorary "All-Star" players league age 9, 10, 11, and 12 is near the end of the season.

The Little League Baseball Tournament (9U District 16 Exhibition, 10U, 11U and 12U) are authorized by the Board of Directors, additional teams at 13U and 14U may also be authorized. Leagues such as POLL which elect the option to participate in Tournament Play must pledge they will do so with full knowledge of the rules and in agreement that the rules will be upheld. The criteria for selection of Tournament Team candidates take into account their eligibility, availability and ability. The method of selection is determined by POLL as is detailed in the sections below.

"Eligibility" refers to: (i) Age; (ii) Participation in 60 percent of the regular season (as of the date the Tournament Teams are announced) in that division; and (iii) Residence, as defined in the Operating Manual and Rulebooks (or a letter from Texas District 16 specifically noting the eligibility of that player for that division in that league and in that year).

"Availability" refers to whether the candidate will be able to practice and play with the team. Will the player be away on vacation or camp during some or all practices/games?

"Ability" is solely in the opinion of those making the selections and is not based solely on statistical information. Selections are as detailed on the following pages. Consistent with a manager's ability to conduct the affairs of his/her team, a manager may disqualify a player from the team for the current season, subject to Board of Directors approval, if the player repeatedly misses practice or games.

12-YEAR-OLD HONORARY ALL-STAR ELECTION AND SELECTION OF THE 12-YEAR-OLD TOURNAMENT TEAM

Little League hosts a 12U tournament in which teams compete for the Little League World Series Championship in Williamsport, PA. POLL fields one team.

Manager and Coaches – The 12U Tournament Team Manager will be the previous year 11U Tournament Team Manager, unless that person is unavailable or has been removed by the Board of Directors. In such a case, a new 12U Tournament Team Manager will be appointed by the President. The 12U Tournament Team Manager may select up to two additional coaches.

Honorary All-Star Balloting – The Manager of each team will submit the names of players from his/her team (typically between 0-2) to nominate as 12-year-old Honorary All-Stars. These players must be League Age 12.

Honorary All-Star Ballot – The Honorary All-Star ballot will be distributed to each Manager and coach in the Majors Division (2 ballots per team). If a team has only one Manager and no coach, that team will receive one ballot.

Honorary All-Star Voting – Each Manager and coach must individually vote on 15 players from the ballot or their ballot will be discarded. The Managers and coaches cannot vote on players from their own team.

Honorary All-Star Selection – The fifteen players (and ties) receiving the most votes will be published at the appropriate time by the League and will be recognized as a member of the 12-year-old Honorary All-Stars. The number of Honorary All-Stars may be expanded by the President.

Tournament Team Selection – The Honorary All-Stars will be invited to a clinic, along with other eligible players who receive manager's selection invitations. After a two-day evaluation, the 12U Tournament Team Manager will choose a minimum of 12 eligible players (but may choose up to 14) to be on the 12U Tournament Team. The five players receiving the most votes (ties included) in the Honorary All-Star Selection will receive a roster spot on 12U Tournament Team (a "Top 5 Selection"). If a player receiving a Top 5 Selection declines, that spot shall be filled at the Manager's discretion. In the event the Manager determines a Top 5 Selection would not be a good fit on the team, the Manager can request that the President waive this requirement with respect to any player receiving a Top 5 Selection. At his/her discretion, the 12U Tournament Team Manager may invite eligible players below League Age 12 to the tryout and may roster such players.

11-YEAR-OLD MINORS LEAGUE HONORARY ALL-STAR HAT TEAM

POLL holds a special one game exhibition for league age 11 players called the Hat Game.

Managers & Coaches – The Managers for the two Hat Game teams will be chosen by the President, as advised by the Minors Player Agent.

Balloting For Hat Team – The Managers of each team in the Minors Division will submit the names of players from their team (typically between 0-2) to nominate for the Hat Team. These players must be League Age 11 playing in the Minors Division.

Ballot – The Minors League Hat Team ballot will be distributed to each Manager in the Minors Division (2 ballots per team).

Hat Team Voting – Each Manager can individually vote on up to 30 players from the ballot. The Managers cannot vote on players from their own team.

Hat Team Selection – The thirty-one (31) players (and ties) receiving the most votes will be named to the Minors League Hat Team.

Tournament Team Exclusion – Any player named to the Hat Team and also rostered on the 11U Tournament Team will not be eligible to play in the Hat Game.

Final Roster – The Minors Player Agent and two Hat Team Managers will divide the eligible players into two equally competitive teams. In the event less than twenty-four players remain eligible after Tournament Team selection, the President shall appoint the player(s) receiving the next highest vote totals to the Hat Team, and other players in his/her discretion if those players are unavailable.

Hat Team Game – The Hat Team game will occur after the Minors League Championship Game, typically on Sunday evening. A player may not pitch more than one inning. All players must play a minimum of three innings (if mathematically feasible). A continuous batting order must be used.

SELECTION OF THE 11-YEAR-OLD TOURNAMENT TEAM

Little League hosts an 11U tournament in which teams compete for the Texas East State Championship. POLL fields one team.

Overview – The 11U Tournament Team faces two additional factors that require deviation from the other age level selection process. First, several of the most competitive players play up in the Majors Division. Second, the Hat Team selection process is limited to league age 11 players in the Minors Division. Therefore, the 11U Tournament Team selection process is largely led by the 11U Tournament Team Manager.

Managers & Coaches – The 11U Tournament Team Manager will be the previous year 10U Tournament Team Manager, unless that person is unavailable or has been removed by the Board of Directors. In such a case, a new 11U Tournament Team Manager will be appointed by the President. The 11U Tournament Team Manager may select up to two additional coaches.

Tournament Team Selection – The 11U Tournament Team Manager will select up to 20 players league age 11 (including those playing up in the Majors Division) to invite to a two-day evaluation. After the evaluation, the 11U Tournament Team Manager will choose a minimum of 12 eligible players (but may choose up to 14) to be on the 11U Tournament Team.

10-YEAR-OLD HONORARY ALL-STAR ELECTION AND SELECTION OF THE 10-YEAR-OLD TOURNAMENT TEAM

Little League hosts a 10U tournament in which teams compete for the Texas East State Championship. POLL fields one team.

Managers & Coaches – The 10U Tournament Team Manager will be the previous year 9U Blue Team Manager, unless that person is unavailable or has been removed by the Board of Directors. In such a case, a new 10U Tournament Team Manager will be appointed by the President. The 10U Tournament Team Manager may select up to two additional coaches.

Honorary All-Star Balloting – The Manager of each team will submit the names of players from his/her team (typically between 0-2) to nominate as 10-year-old Honorary All-Stars. These players must be League Age 10.

Honorary All-Star Ballot – The Honorary All-Star ballot will be distributed to each Manager in the Minors Division (2 ballots per team). If a team has only one Manager, that team will receive one ballot.

Honorary All-Star Voting – Each Manager must individually vote on 15 players from the ballot or their ballot will be discarded. The Managers cannot vote on players from their own team.

Honorary All-Star Selection – The fifteen players (and ties) receiving the most votes will be published at the appropriate time by the League and will be recognized as a member of the 10-year-old Honorary All-Stars. The number of Honorary All-Stars may be expanded by the President.

Tournament Team Selection – The Honorary All-Stars will be invited to a clinic, along with other eligible players who receive manager's selection invitations. After a two-day evaluation, the 10U Tournament Team Manager will choose a minimum of 12 eligible players (but may choose up to 14) to be on the 10U Tournament Team. The five players receiving the most votes (ties included) in the Honorary All-Star Selection will receive a roster spot on the 10U Tournament Team (a "Top 5 Selection"). If a player receiving a Top 5 Selection declines, that spot shall be filled at the Manager's discretion. In the event a Manager determines a Top 5 Selection would not be a good fit on the team, the Manager can request that the President waive this requirement with respect to any player receiving a Top 5 Selection.

9-YEAR-OLD HONORARY ALL-STAR ELECTION AND SELECTION OF THE 9-YEAR-OLD TOURNAMENT TEAM

District 16 sponsors an annual 9-Year-Old Tournament in which teams compete for the District Championship. Post Oak Little League fields **two** teams for this event:

- **POLL 9U Red Team**
- **POLL 9U Blue Team**

Separately, POLL also recognizes a group of **9-Year-Old Honorary All-Stars**, in keeping with longstanding league tradition.

Managers & Coaches

- **POLL 9U Red Team** – The 9U Red Team Manager will be chosen by the President in consultation with the Blue Team Manager and Player Agent. The Blue Team Manager will train and mentor the Red Team Manager in how to effectively run a Tournament Team and how to comply with Little League Tournament requirements. At the discretion of the President, the President may select up to two additional coaches to serve on the Red Team staff or allow the 9U Red Team Manager to make those selections.
- **POLL 9U Blue Team** – The Blue Team Manager will be the previous year Red Team Manager, unless that person is unavailable or has been removed by the Board of Directors. In such a case, a new Blue Team Manager will be appointed by the President. The Blue Team Manager may select up to two additional coaches.

Removal of Manager or Coach – The Board of Directors may remove a Manager or Coach of any Tournament Team by majority vote.

Honorary All-Star Balloting – The Managers of each Pee Wees team will submit the names of players from his/her team (typically between 0-2) to nominate as 9-year-old Honorary All-Stars. These players must be League Age 9. There is no Honorary All-Star list for League Age 8 players.

Honorary All-Star Ballot – The Honorary All-Star ballot will be distributed to each Manager in the Pee Wees Division (2 ballots per team). If a team has only one Manager, that team will receive one ballot.

Honorary All-Star Voting – Each Manager can individually vote on up to 24 players from the ballot. The Managers cannot vote on players from their own team.

Honorary All-Star Selection – Subject to the President's discretion, a minimum of eighteen (18) and a maximum of twenty-four (24) players (and ties) receiving the most votes will be published at the appropriate time by the League and will be recognized as the 9-year-old Honorary All-Stars.

Tournament Team Selection – The Honorary All-Stars will be invited to a clinic, along with other eligible players who receive manager’s selection invitations (to include 8-year-old players). After a two-day evaluation, the Tournament Teams will be selected by the Tournament Team Managers as follows:

- **Blue Team** – The Blue Team Manager will have selections 1-12. The five players receiving the most Honorary All-Star Selection votes (ties included) will receive a roster spot on the Blue Team (a “Top 5 Selection”). If a player receiving a Top 5 Selection declines, that spot shall be filled at the Blue Team Manager’s discretion. In the event a Blue Team Manager determines a Top 5 Selection would not be a good fit on the Blue Team, the Blue Team Manager can request that the President waive this request with respect to any player receiving a Top 5 Selection.
- **Red Team** – The Red Team Manager will have selections 13-24. The Red Team must have at least one (1) 8U player to get experience in the Little League kids pitch tournament format, unless waived by the President. The Red Team may have more 8U players at the discretion of the President as advised by the Player Agent, Blue Team Manager and Red Team Manager.

8-YEAR-OLD HONORARY ALL-STARS

Post Oak Little League does not recognize 8-year-old Honorary All-Stars.

TOURNAMENT TEAM PRACTICES AND RELEASE OF NAMES

Tryouts or practices by Tournament Teams shall not be held before May 15th. The release of names of players selected for the Tournament Teams shall not be made before May 15th and not until the availability and eligibility of all prospective team members have been established. *Tournament Teams may practice with other players in POLL, another Chartered Little League in their District, or another Chartered Little League in a contiguous District, providing such practice is done out of uniform.* (Little League accident insurance for Tournament Teams will not go into effect until May 15th).

Violation of these rules may be cause for revocation of tournament privileges by Little League's Tournament Committee.

All Little League Tournament Play is governed by Little League and noted on the website (<http://www.littleleague.org/tournamentresources.htm>). Participants should be familiar with these regulations, particularly Managers and Coaches.

In Case of Injury or Accident

Basic knowledge of first aid and CPR training is provided via video on demand and highly recommended for all managers and coaches. A first aid kit is available in each tower during games and practices held at the POLL complex, and coaches are required to have a first aid kit when they practice outside of POLL. POLL's medical director is available to assist with first aid questions and non-emergency medical issues.

POLL has installed Automated External Defibrillators ("AEDs") in each tower. All coaches, managers and board members have keys to access the towers and have been provided with video on demand training on how to use the model in their division's tower.

In the event of an emergency, follow these steps:

1. Assess the situation – is this an emergency? If so, call 911 and provide the following details:
 - a. Location of the emergency (if at the POLL complex, indicate where on the complex and which entrance you are closest to).
 - b. The phone number you are calling from.
 - c. Description of the incident and apparent injuries.
 - d. How many people need help.
 - e. What is being done for the injured person(s).
2. Send someone to clear a path for the ambulance and direct it to the scene of the emergency.
3. Send someone to find a doctor at the complex.
4. After the emergency has been resolved, contact the Safety Officer (as identified in the link to the POLL Board on the website) that an injury has occurred.

Parents or guardians are responsible for providing medical and accident insurance for their children. If a child is injured, the parent's / guardian's policy is primary and required to pay for any injuries. Insurance coverage for POLL is purchased through the Little League.

Any player, league official or volunteer incurring a baseball related injury at the Post Oak Little League game fields or practice fields should notify the Safety Officer after the situation is resolved. Please have as much information as possible about the accident / injury available when you call.

For more information, please review the POLL Safety Manual, available on the website.

Contact Information / Notices

Mailing Address:

Post Oak Little League
1415 South Voss Road Suite 110/Box 391
Houston, Texas 77057

Rainout / Information – Check the POLL website and social media. POLL also uses email. Rainouts will be communicated to your Manager and relayed to you via your team's preferred communication method.

Please contact POLL's Safety Officer on any baseball-related injuries received during a POLL practice or game (safety@post oakll.com). Please review the Safety Manual located on POLL's website.

Website: www.post oakll.com

Inherent Risk: When participating in baseball activities, there is an inherent risk of harm to all players. Participants in POLL activities assume the risk of injury, and POLL assumes no liability for injuries to players which occur during the normal course of games and/or practices. This risk statement is not meant to displace or alter any waiver, release, or indemnity required by POLL.

Webcam: Please take notice that POLL has contracted with certain providers to place internet cameras on POLL fields to provide live stream action of little league play. Therefore, your child may appear on the internet live stream while his/her game is in progress. POLL assumes no liability relating to your child's image as projected on the internet live stream.

Parking: When parking for POLL events, please make sure to secure your valuables, lock your car, and park your car in a place which is not susceptible to being hit by baseballs. Post Oak Little League is not responsible for theft from or damage to motor vehicles. Please respect sponsor parking spots when parking at POLL.

Spectator Safety: Please watch for errant throws or batted balls during POLL practices or games. POLL assumes no liability to spectators who are injured by batted balls or errant throws during POLL events. All spectators are encouraged to keep a safe distance from the field of play and remain cognizant of the activities on the field. Also, all parents / guardians are expected to supervise any minors under their care who are spectators and protect them from the risk of injury. This risk statement is not meant to displace or alter any waiver, release, or indemnity required by POLL.

Arm Health – Pitching Outside Little League

Many POLL players participate in “select” baseball programs outside of Little League. During the Little League season, POLL and Little League expect your POLL team to receive top priority, with regards to practices, games, etc., including your availability to contribute fully. Teamwork and commitment are qualities that should be placed in the highest regard at POLL, and missing games or practices, or being involved in an outside baseball activity that diminishes your ability to fully contribute to your team (i.e. pitching in another league, thereby diminishing or eliminating your ability to pitch for your POLL team) is frowned upon.

In extreme cases, placing other baseball commitments above POLL can result in a player’s removal from a POLL team for the current season.

<https://www.littleleague.org/university/articles/player-participation-on-multiple-teams/>

POLL considers the Little League rest requirements to be the gold standard for youth arm health. Pitchers (and their parents / guardians) should understand the Little League pitching rules and keep those rules in mind when pitching on multiple teams. However, POLL only enforces these rules with respect to games played in the POLL program.

<https://www.littleleague.org/help-center/little-league-baseball-pitcher-rest-requirements/>

POLL recommends active pitchers on Minors, Majors or Juniors rosters avoid pitching on teams outside of POLL during the season. However, POLL recognizes that this recommendation may not always be followed and therefore also provides the MLB Pitch Smart guidelines as a resource for parents / guardians seeking more information on arm health.

<https://www.mlb.com/pitch-smart/pitching-guidelines>

Field Maintenance Guidelines

Dragging and Raking the Fields:

- After EACH GAME the home team or the last practice team each night is responsible for dragging fields. Re-grading is important so night sprinklers or rainwater does not pool or set in footprints, etc.
- NEVER drag or rake dirt in the grass. Pick up doormat drag and carry off the field. Rake baselines in direction of the runner – NEVER side to side.
- The home team or the last practice team is also responsible for putting the covers on the mounds, if applicable.

Watering the Infield Dirt:

- Please water on an as-needed basis, but ONLY AFTER dragging and raking field.
- Infield dirt sprinkler valves are located in ground outside 3rd base on-deck circle of each field. Run 2-4 minutes, as needed.
- Hoses available at each field to spray baselines.
- Unless fields are unusually wet, light watering should be completed after each game by home team – after first dragging and raking.

Wet Conditions:

- NEVER use Quick Dry. Use of Quick Dry is restricted to Player Agents, Field Coordinator and Grounds Superintendent
- Use common sense. If water is standing in the dirt, or footprints left behind in mud, DO NOT play or practice. Stay OFF infields when wet.

IMPROPER FIELD MAINTENANCE IS WORSE THAN NONE AT ALL

Fields should be properly cared for after each practice or game.

PA Responsibilities

- NO CHILDREN UNDER THE AGE OF 12 ALLOWED IN TOWERS
- Request team lineups for both teams.
- Ask home team to take the field and the visitors to step out of first base dugout for national anthem (Opening Game and Playoffs Only).
- Play national anthem (Opening Game and Playoffs Only).
- Read Little League Pledge (Opening Game and Playoffs Only).
- Ask umpire to state official start time of the game and announce it.
- Although you are the home team announcer, make it fun for the visitors too.
- Only play music (with non-explicit lyrics!) between innings; do not commentate during play.
- Upon completion of the game:
 - Remind / announce that the HOME TEAM is responsible for dragging and watering the infield dirt.
 - Remind both teams to PICK UP TRASH.
 - If last game, turn off tower lights, throw away all trash and lock tower.

Instructions for the PA and music can be found in each tower.

Change History

Date	Author	Description
09/28/04	James P. Bailey Jr.	Final Version approved and adopted 09/28/04
02/21/06	James P. Bailey Jr.	Updates for Juniors Division, add restriction on Pitching Rule modification. Added Legal Notices. Reformatting.
01/22/07	James P. Bailey, Jr.	Changes for Pitching Rules and miscellaneous.
01/20/10	Chris Cone	Updates to current rules and update links.
05/03/10	Chris Cone	Updates to current rules & update links.
01/19/11	Andrew Tower	Updates to current rules & update links.
04/03/12	Ira Green; Andrew Tower	Updates to current rules.
11/06/17	David Rook; John Charbonnet	Updates to current rules & update links.
01/06/23	Johnnie Randolph	Updates to current rules.
01/06/23	Johnnie Randolph	Updates to current rules.
01/27/25	Brad Morgan; Brian Ross	Updates to current rules.
11/18/25	William Doggett	Revision to modernize and conform with Little League changes.