

1. Rules Governing All Baseball Divisions

- 1.1. The "2009 Baseball Little League Official Rules and Playing Regulations" published by Little League Baseball is the governing rule set for all Murrayhill Little League play. Additional baseball "Local Rules" will be submitted each year to the Board of Directors ("Board") by the Murrayhill Little League Local Rules Committee chaired by the Vice-President of Baseball.
- 1.2. Only "Local Rules" submitted and approved by the Board of Directors will be used during all league play. Local rules not approved by the Board are therefore not sanctioned and will not be enforceable in league play. A local rule may provide additional detail to an existing Little League rule where allowed by Little League. However, in no case shall a local rule conflict with a "2009 Baseball Little League Official Rules and Playing Regulations".
- 1.3. All Players must be registered with the Player Agent prior to participation in any sanctioned event in order to ensure that the Player is covered under the League insurance policy.
- 1.4. All Players, Parents, Volunteers, Managers and Coaches must sign the Murrayhill Little League Code of Conduct prior to the first game of each season. Failure to sign the form will result in the Player or participant not being able to participate in league events. The responsible Manager shall maintain Code of Conduct forms for the duration of the season. The League President shall maintain documentation of any detrimental conduct. Violations of the code will be handled by a Discipline Committee composed of the President, the Umpire in Chief and the Vice Presidents of Baseball or Vice President of Softball. The decisions of the Discipline Committee shall be final and will be determined within one (1) week of the conduct violation hearing.
- 1.5. Any Player who is out of the lineup for more than seven (7) continuous days or three (3) consecutive games, whichever is earlier, is subject to being removed from his/her team by action of the Board. However, the Board reserves the right to allow a Player to remain on the roster pending a determination of the circumstances surrounding the absence of the Player. The Manager shall inform the Player Agent by the next day, if any Player misses more than seven (7) days or three (3) consecutive games for any reason. Failure by the Manager to notify the Player Agent within the time limit will be cause for action against the Manager by the Board.
- 1.6. When a Player misses more than seven (7) continuous days of participation for an illness or injury, a physician or other accredited medical provider must give written permission for a return to full baseball activity (Rule III (d) 2). The Manager is required to forward a copy of this written permission to the Player Agent within twenty-four (24) hours of the Player returning to the team.
- 1.7. The minimum playing time for all Players will be four (4) defensive innings at all levels with at least one of those innings being an infield position in all levels Minors and below. All levels will bat the roster.
- 1.8. The Manager must notify the opposing Manager prior to the start of the game, if a player on the team's official roster will not/cannot play in the game and state the reason why the player cannot play.
- 1.9. Any Manager, Coach, Player or Parent who is ejected from a game will be immediately suspended from participation in any Murrayhill Little League game or event, until the Board Discipline Committee (President, Umpire-in-Chief, VP Baseball or Softball) can meet. Umpires have the discretion to eject Managers, Coaches, Players, and Parents. Game forfeiture is possible.
- 1.10. All Managers and Coaches must have an approved "Little League® Volunteer Application for 2009", and the 2009 Murrayhill Little League Code Of Conduct Agreement signed and on file with the Player Agent.

- 1.11. Manager and Coaches "Option" Players (Limited to Manager or Coaches sons/daughters) shall be designated and announced to all teams prior to the league draft. Players designated, as "Managers Option" will be slotted in a draft position based on age according to the rules defined in the "Little League 2009 Operating Manual". Players designated as "Coach's Option" will be slotted in a draft position by consensus with the other division Managers at their annual Draft.
- 1.12. Major division manager's option shall be slotted in the draft as defined in the "2009 Little League Operating Manual". Minor division manager options shall be slotted in the draft as follows:

League Age	Slotted Draft Round
12	2
11	3
10	4
8/9	5

Draft position slotting for major and minor coaches options shall be determined by the President and VP of Baseball/Softball. If the President or VP is a manager or coach, he/she will be replaced by another board member.

- 1.13. Parents may designate their child as a "Parent Option" to limit their child to no higher than a specific division. (Typically Minor or Farm) This request must be made in writing to the Player Agent prior to the annual Draft and announced to all teams during the tryouts. A "Parent Option" may be used for players who are league age 10 or younger.
- 1.14. Any eligible Player in the Minor and Farm divisions may be called up during the season as a replacement Player to the Majors or Minor Division. Any eligible Player is defined as a Player who meets Regulations III (c) and all sections of Regulation IV of the "2009 Baseball Little League Official Rules and Playing Regulations" and has not been designated as an "Option" Player (Manager, Coaches, or Parent. See Rule 1.13 above).
- 1.15. Managers must notify the Player Agent (email, phone or in person) by the next day after losing a current roster Player(s) for the current season due to illness, injury, change of address or other justifiable reasons (Subject to Board approval). The playing ability of the child must not be considered a justifiable reason for replacement. The Manager losing the roster Player(s) will then have thirty-six (36) hours after learning of this loss to designate three or more replacement Players to the Player Agent (See definition of eligible Players in section 1.14 of these Local Rules). If these replacement players decline, the Manager must immediately provide the player agent three more replacement players. If the Manager does not make a selection or selections to the Player Agent within thirty-six (36) hours of losing the current roster player, the President and Player Agent will select an eligible replacement for them. The Player Agent and not the Manager will then notify the Parents of such selection.
- 1.16. Any Minor Player who declines to move up to the team in the higher division shall forfeit further eligibility in the higher Division for the remainder of the current season.
- 1.17. All Team rosters will be "frozen" during the last two (2) weeks of the season. The last two weeks of the season are defined as 14 days prior to the last scheduled Major regular season game. For example, if the last regular season game(s) are scheduled on Saturday May 30th, then all team rosters (Majors and Minors) will be frozen as of 12:01 AM May 16th. No Player in any division may be added to a team roster after this time.

- 1.18. MHLL requires that all participants and spectators observe the "30/30 rule" in regards to lightning during a game or practice. If lightning is seen and thunder is heard within 30 seconds, then the game must be suspended immediately and all participants must seek appropriate shelter (not under trees) until such time as no strikes are observed with thunder within 30 seconds and for a period of 30 minutes. No one should be allowed back onto the field until this time has expired. During the game the umpire is in charge of the game and should suspend the match. Managers and Coaches are also responsible to exercise proper judgment. If the umpire(s) fails to observe the above 30/30 rule, the Managers must suspend the game/practice immediately. Failure to stop the game or practice under these conditions can result in suspension for both Managers by the League Discipline Committee. There will be no sanction against any Manager or penalties incurred by the team for removing his/her team from the field during this situation.
- 1.19. For the 2009 Season, MHLL will follow the pitching rules as presented in the Murrayhill Little League Pitch Count Program. Additionally, in the Minors division, no pitcher will pitch more than three innings per game during the first half of the season.
- 1.20. Managers and coaches that fail to abide by the local rules defined here shall be subject to action by the Murrayhill disciplinary committee.

2. Rules Governing the Major Baseball Division

- 2.1. The "10 Run Rule" (Rule 4.10 (e)) shall apply in all Major division games. If the "10 Run Rule" is invoked during a game, minimum playtime will be governed by Rule IV (i), from the "2009 Baseball Little League Official Rules and Playing Regulations" and not MHLL Local Rule 1.7 as defined above.
- 2.2. Free substitutions are allowed for defensive positions, except for the pitcher. Murrayhill Little League minimum play time must still be met.
- 2.3. Managers will present their line-up to the opposing Manager and Umpire prior to the start of the game. The batting order will be made up of ALL roster Players present at each game. The batting order established at the start of each game cannot be changed except to add Players at the end of the batting order. This may be done only if these Players arrive after the batting order is submitted to the Umpire. If Players currently in the batting order leave the game, that Player(s) turn at bat may be skipped with no penalty to the offensive team if the reasons and intentions are communicated to and accepted by the Umpire and opposing Manager. If that Player returns, he/she may only return to the batting order in the same position as they originally occupied. The "2009 Baseball Little League Official Rules and Playing Regulations" govern regulations for ejected Players.
- 2.4. The rules governing rainouts in the Major division are defined by Rule 3.10 (a) & (b) of the "2009 Baseball Little League Official Rules and Playing Regulations". Reschedule games must be coordinated with the VP of Baseball for field availability. Make up games not scheduled with the VP of Baseball will not take precedence over any other (like or lower division game or practice) scheduled team event on the Master Schedule.
- 2.5. A maximum of one (1) Manager and two (2) Coaches approved by the Board are permitted in the bench/dugout area. ALL Players must remain in the bench area except when playing in the field. For all divisions, at least one (1) league approved Coach or Manager must remain in the bench area while the game is being played. For those fields that do not include an enclosed dugout/bench, the bench/dugout area is defined to be a six (6) foot area surrounding the team bench in all directions.

- 2.6. During the regular season, no full inning may start after 2 hours of play. The umpire will officially notify the teams of the declared last inning of play. For the last inning of each game, play shall continue until the team in the field records three (3) outs. The umpire will notify the home team scorekeeper of the official start time of the game and ensure the time is recorded in the official scorebook. The recorded time shall be used to determine the two-hour time limit. If a game ends in a tie at the end of the scheduled time, it will remain in a tie. Note: During the Major playoffs there will not be any time limit imposed.

3. Rules Governing the Minor Baseball Division

- 3.1. Teams will change sides immediately after the batting team has reached six (6) runs or three (3) outs. There will be no restriction on the number of runs a team may score for the last inning of each game.
- 3.2. The "10 Run Rule" (Rule 4.10 (e)) shall apply in all Minor division games. If the "10 Run Rule" is invoked during a game, minimum playtime will be governed by Rule IV (i), from the "2009 Baseball Little League Official Rules and Playing Regulations" and not MHLL Local Rule 1.7 as defined above.
- 3.3. Free substitutions are allowed for defensive positions, except for the pitcher. Murrayhill Little League minimum playtime must still be met.
- 3.4. Managers will present their line-up to the opposing Manager and Umpire prior to the start of the game. The batting order will be made up of ALL roster Players present at each game. The batting order established at the start of each game cannot be changed except to add Players at the end of the batting order. This may be done only if these Players arrive after the batting order is submitted to the Umpire. If Players currently in the batting order leave the game, that Player(s) turn at bat may be skipped with no penalty to the offensive team if the reasons and intentions are communicated to and accepted by the Umpire and opposing Manager. If that Player returns, he/she may only return to the batting order in the same position as they originally occupied. The "2009 Baseball Little League Official Rules and Playing Regulations" govern regulations for ejected Players.
- 3.5. During the regular season, no full inning may start after 2 hours of play. The umpire will officially notify the teams of the declared last inning of play. For the last inning of each game, play shall continue until the team in the field records three (3) outs. The umpire will notify the home team scorekeeper of the official start time of the game and ensure the time is recorded in the official scorebook. The recorded time shall be used to determine the two-hour time limit. If a game ends in a tie at the end of the scheduled time, it will remain in a tie. Note: During the Minors playoffs there will not be any time limit imposed.
- 3.6. No game protests will be accepted or reviewed by the league in the Minor division. Managers and Umpires involved in the game must seek resolution of the protest issue, prior to the next pitch.
- 3.7. The rules governing rainouts in the Minor division are defined by Rule 3.10 (a) & (b) of the "2009 Baseball Little League Official Rules and Playing Regulations". Reschedule games must be coordinated with the VP of Baseball for field availability. Make up games not scheduled with the VP of Baseball will not take precedence over any other (like or lower division game or practice) scheduled team event on the Master Schedule.
- 3.8. A maximum of one (1) Manager and two (2) Coaches approved by the Board are permitted in the bench/dugout area. ALL Players must remain in the bench area except when playing in the field. For all divisions, at least one (1) league approved Coach or Manager must remain in the bench area while the game is being played. For those fields that do not include an enclosed dugout/bench, the bench/dugout area is defined to be a six (6) foot area surrounding the team bench in all directions.

4. Rules Governing the Farm Baseball Division

- 4.1. A maximum of one (1) Manager and three (3) Coaches approved by the Board are permitted in the bench/dugout area. ALL Players must remain in the bench area except when playing in the field. For all divisions, at least one (1) league approved Coach or Manager must remain in the bench area while game is being played. For those fields that do not include an enclosed dugout/bench, the bench/dugout area is defined to be a six (6) foot area surrounding the team bench in all directions.
- 4.2. The designated home team will be responsible for providing a volunteer umpire for each game. The umpire must be knowledgeable about all Little League and Murrayhill Little League Local Rules. Managers may not umpire the game. Team Managers will meet with the designated umpire prior to the start of the game to review the ground rules for the playing area. (i.e. Out of play areas)
- 4.3. Teams will change sides immediately after the batting team has reached five (5) runs or three (3) outs. For the last inning of each game, there will be a ten (10) run restriction on the number of runs a team may score.
- 4.4. No full inning may start after 2 hours of play. The designated Umpire will officially notify the teams of the last inning of play. The five (5) run limit shall not be used for the last inning of each game and play shall continue until the team in the field records three (3) outs or ten (10) runs whichever occurs first. The Home Team Scorekeeper will record the official start time of the game and ensure the time is recorded in the official scorebook. The recorded time shall be used to determine the two-hour time limit. If a game ends in a tie at the end of the scheduled time, it will remain in a tie.
- 4.5. The "10 Run Rule" (Rule 4.10 (e)) shall not apply to Farm division games.
- 4.5. A maximum of nine (9) Players (including the Pitcher) shall be on the playing field during the team's defensive half of the inning. At least three (3) Players must remain behind edge of the outfield grass at the time of the pitch.
- 4.6. No Player will sit out more than two (2) consecutive innings except for Players injured or benched for disciplinary reasons. All players will play a minimum of four (4) defensive innings.
- 4.7. Free substitutions are allowed for defensive positions, except for the pitcher. (See 4.15 for restrictions)
- 4.8. An eight (8) foot diameter circle will be defined around the pitching machine and outlined using chalk. The circle will be centered at forty-six (46) feet from home plate with the machine placed at the center. Any balls entering and stopping within the circle shall be deemed to be a "dead ball" and replayed. If in the opinion of the Umpire, a batted ball passes through the safety circle and does not have enough momentum to pass Second base, the ball shall be judged to be "dead" and replayed. If the batted ball hits the pitching machine, the ball is also deemed to be "dead ball" and shall be replayed. The defensive team must field one (1) of their nine (9) defensive Players at the "Pitcher" position. That Player must position themselves outside the eight (8) foot pitching machine circle at all times. They are allowed to position themselves on either the 3rd base or 1st base side of the circle prior to the pitch being delivered.
- 4.9. The designated Umpire will notify a Player failing to swing at three (3) consecutive strikes from the pitching machine that the next pitch will be "called." The umpire will record called strikes as thrown by the pitching machine thereafter and declare the batter "out" after three (3) strikes.
- 4.10. A Player struck by a pitch from the machine will not be awarded first base and no runners may advance.

- 4.11. Only League approved Managers or Coaches are permitted to operate the pitching machine during the game. Before placing the first pitch in play each inning, the operator will ensure that all the Players in the field are ready to begin play. The designated Home Team Manager is responsible for transport and set-up of the pitching machine.
- 4.12. The pitching machine will be used for five (5) and four (4) innings per game. Players will be used to pitch for one (1) inning through the fifth game. Beginning at the sixth (6th) game, the number of innings of "Player pitch" will be increased to two (2) innings per game.
- 4.13. The pitching distance for "Player pitching" will be from the regulation mound, forty-six (46) feet.
- 4.14. For the 2009 Season, MHLL will follow the pitching rules as presented in the Murrayhill Little League Pitch Count Program.
- 4.15. Managers will present their line-up to the opposing Manager prior to the start of the game. The batting order will be made up of all the Players on the team roster. Teams will "bat the roster" during each game. The batting order established at the start of each game cannot be changed except to add Players at the end of the batting order. This may be done only if these Players arrive late to the game. If a Player currently in the batting order leaves the game, that Player(s) turn at bat maybe skipped with no penalty to the offensive team if the reasons and intentions are communicated to and accepted by the opposing Manager. If that Player returns, he/she may only return to the batting order in the same position as they originally occupied.
- 4.16. Bunting is not allowed in Farm.
- 4.17. A runner may not steal a base.
- 4.18. A batter/runner is allowed only one (1) base on any infield overthrow and may be thrown out by the defense.
- 4.19. Umpires shall have discretion to call time upon completion of a play, determine when a ball is considered out of play and suspend play due to Player injury. Umpires shall make all calls including foul and "dead" balls loudly enough to be heard by all the Players and coaches on the field.
- 4.20. No game protests will be accepted or reviewed by the league in the Farm division. Managers and Umpires involved in the game must seek resolution of the protest issue, prior to the next pitch.
- 4.21. The Infield Fly Rule will not be used in Farm.
- 4.22. No player may play the same position for more than 2 consecutive innings.
- 4.23. The Managers will mutually agree to call the game due to weather or field conditions. Reschedule games are at the discretion of each Manager and must be coordinated with the Farm League Coordinator for field availability. Make up games not scheduled with the Farm League Coordinator will not take precedence over any other (like or lower division game or practice) scheduled team event on the Master Schedule.
- 4.24. The "Infield Area" for the purposes of Farm division play is deemed to be the area of the baseball diamond outlined by the edge of the outfield grass. Play shall be considered "stopped" if a ball hit to the outfield is returned to or within infield area of play and under the control of a defensive Player.
- 4.25. Sliding is permitted by base runners in Farm, but they cannot slide head first.

5. Rules Governing the Coast Baseball Division

- 5.1. A maximum of one (1) Manager and three (3) Coaches approved by the Board are permitted in the bench/dugout area. ALL Players must remain in the bench area except when playing in the field. For all divisions, at least one (1) league approved Coach or Manager must remain in the bench area while the team is at bat. For those fields that do not include an enclosed dugout/bench, the bench/dugout area is defined to be a six (6) foot area surrounding the team bench in all directions.
- 5.2. Coast Division will use Reduced Injury Factor (RIF) baseballs Level 1 for all practice and game play.
- 5.3. The designated Home Team will be responsible for providing a volunteer umpire for each game. The umpire must be knowledgeable about all applicable Little League and Murrayhill Little League Local Rules. Managers may not umpire the game. The team Managers will meet with the designated umpire prior to the start of the game to review the ground rules for the playing area. (i.e. Out of play areas).
- 5.4. Games will be six (6) innings or 1 1/2 hours. No new innings will be started after 1 1/2 hours.
- 5.5. Each inning, teams will bat ALL Players on the roster regardless of total runs scored or number of outs made by the defense. Players who arrive late to the game must be inserted at the end of the batting order.
- 5.6. A maximum of ten (10) Players shall be on the playing field during the team's defensive half of the inning. Defensive Players may not play the same position for more than two (2) consecutive innings. At least four (4) Players must remain behind the baselines at the time of the pitch.
- 5.7. No Player will sit out more than two (2) consecutive innings except for Players injured or benched for disciplinary reasons.
- 5.8. Only "Coach Pitching" will be used for league play. An opposing or same team Player shall not pitch to any Player.
- 5.9. Only league approved Managers or Coaches are permitted to pitch to their own Players during the game. Before pitching the ball to the first batter in each inning, the Manager/Coach will ensure that all the Players in the field are ready to begin play. If a pitch thrown by the pitching Manager/Coach strikes a batter, the Player will not be awarded first base and any runners shall not advance.
- 5.10. The pitching Manager/Coach shall deliver a maximum of seven (7) pitches to a batter. The batter may choose to swing at all or none of the 7 pitches. If after 7 pitches the batter has not hit the ball into play, they will be sent to first base and no out will be recorded. However, if on the 7th pitch the batter swings and fouls the ball, the batter will be given extra pitches until the batter has swung and missed the pitch, swung and hit the ball into play or no swing has been attempted on the pitch.
- 5.11. Bunting is not allowed.
- 5.12. Runners may advance only one (1) base on an overthrow by a defensive Player.
- 5.13. Runners may not steal a base.
- 5.14. Umpires shall have discretion to call time upon completion of a play, determine when a ball is considered out of play and suspend play due to Player injury. Umpires shall make all calls including foul and "dead" balls loudly enough to be heard by all the Players and Coaches on the field.
- 5.15. The Infield Fly Rule will not be used.
- 5.16. The Ten (10) Run Rule will not be used.

- 5.17. A maximum of two (2) league approved Coaches may be on the playing field in order to provide instruction while his/her team is on defense. These Coaches must remain in the short outfield area behind first and third base.
- 5.18. No official or unofficial score is maintained in this division.
- 5.19. The Managers will mutually agree to call the game due to weather or field conditions. Reschedule games are at the discretion of both Manager and must be coordinated with the Coast League Coordinator for field availability. Make up games not scheduled with the Coast League Coordinator will not take precedence over any other (like or lower division game or practice) scheduled team event on the Master Schedule.
- 5.20. Sliding by base runners is not allowed at any time in Coast. One warning will be given. The second offense by the same player will result in the player being removed to the bench for 3 innings or the rest of the game whichever is shorter.
- 5.21. When playing defense, only one player can play the pitcher position and the defense fields 10 players, four of these players must play outfield. The outfield is defined by the transition from dirt to grass, or on all grass fields at 10 feet beyond the 1st to 2nd and 2nd to 3rd base paths.

6. Rules Governing the T-Ball Division

- 6.1. T-Ball Division will use Reduced Injury Factor (RIF) baseballs (Tball style) for all practice and game play.
- 6.2. Games will be five (5) innings or 1 hour. No full inning may start after 1 hour of play.
- 6.3. Each inning, teams will bat ALL Players on the roster regardless of total runs scored or number of outs made by the defense. Players who arrive late to the game must be inserted at the end of the batting order.
- 6.4. No Player will sit out more than two (2) consecutive innings except for Players injured or benched for disciplinary reasons.
- 6.5. Only league approved Managers or Coaches are permitted to place the ball on the batting tee during the game. Before placing the ball on the tee for each swing, the Manager/Coach will ensure that all the Players in the field are ready to begin play. Manager/Coaches are strongly encouraged to announce "ball in play" to all Players prior to allowing the batter to swing at the ball on the batting tee.
- 6.6. The batting tee Manager/Coach will not record a strike when a batter swings and misses the ball. Batters must advance the ball a minimum of six (6) feet from home plate in order for the batted ball to be considered a "hit." The Manager/Coaches will be responsible for marking a six (6) foot radius from the back of home plate and extending from the first base line to the third base line. All balls remaining within this area shall be considered a dead ball and play will be stopped and the ball will be re-placed on the tee.
- 6.7. For the last half of the season (last ½ of all scheduled games), "Coach Pitch" can be used at the discretion of each Manager on a Player by Player basis. Batters will receive a maximum of four (4) pitches from the league approved Manager or Coach Pitcher (underhand or overhand). If the batter fails to hit the ball into play after four (4) pitches, the Coach will place the ball on the batting tee and allow the batter to swing until the ball is batted into play.
- 6.8. Managers shall have discretion to call time upon completion of a play, determine when a ball is considered out of play and suspend play due to Player injury. Managers shall make all calls including foul and "dead" balls loudly enough to be heard by all the Players and coaches on the field.

- 6.9. A maximum of ten (10) Players shall be on the playing field during the team's defensive inning. Defensive Players may not play the same position for more than two (2) innings. At least four (4) Players must remain behind the baselines at the time of the pitch.
- 6.10. Following a batted ball, play stops and the ball is dead when the retrieving Player has returned the ball to the designated infield area and/or the ball is caught by a defensive Player inside the baselines, or when the ball strikes the ground in the vicinity of a Player within the baselines. Runners may not advance when the ball reaches the designated infield area.
- 6.11. Runners may not advance on an overthrow by a defensive Player.
- 6.12. Managers may designate a maximum of two (2) league approved Coaches to be on the playing field in order to provide instruction while his/her team is on defense. These designated Coaches must remain in the short outfield area behind first and third base.
- 6.13. No official or unofficial score is maintained in this division.
- 6.14. The Managers will mutually agree to call the game due to weather or field conditions. Reschedule games are at the discretion of both Manager and must be coordinated with the T-Ball Division Coordinator for field availability. Make up games not scheduled with the T-Ball League Coordinator will not take precedence over any other (like or lower division game or practice) scheduled team event on the Master Schedule.
- 6.15. Sliding by base runners is not allowed at any time in T-Ball. One warning will be given. The second offense by the same player will result in the player being removed to the bench for 3 innings or the rest of the game whichever is shorter.
- 6.16. When playing defense, only one player can play the pitcher position and the defense fields 10 players, four of these players must play outfield. The outfield is defined by the transition from dirt to grass, or on all grass fields at 10 feet beyond the 1st to 2nd and 2nd to 3rd base paths.

7. Rules Governing the All-Star/Honors Tournament Team Selection

- 7.1. The Board will establish the criteria for the selection of Managers, Coaches and Players for post-season play. The Board shall approve all nominations of Managers, Coaches and Players for positions involving post-season play.
- 7.2. The top six (6) Players for the Major All Star team will be selected based on a count of votes by the Players from the Major division. The six (6) players receiving the most votes from their peers will be the first six (6) players selected to the Major All Star team. Additionally, Major Managers will vote to select the remaining six (6) Players to fill out the Major All Star Team roster. Players and Managers cannot vote for Players from their own team.
- 7.3. One 10/11-year-old All Star team may be selected by a vote of the Major Managers after the Major All Star Team is selected. Managers may not vote for Players from their own team.
- 7.4. One or two 11/12 Honors teams(s) may be selected by a vote of the Major Managers after the Major and 11-year-old All Star Teams are selected. Managers may not vote for Players from their own team.
- 7.5. The 9-10 year old All-Stars and 9-10 year old Honors team(s) Players will be chosen by a vote of appropriate division Managers (Majors & Minors). Only Major Division Managers with a 10 year-old Player on their team may attend the selection meeting for the 9-10 year old All Star Team and 9-10 Honors Team(s), however, the Major managers with a 10-year old player are not allowed to vote. Managers may not vote for Players from their own team. One or two 9-10 Honors teams may be selected by a vote of the Managers.

- 7.6. To be eligible for either the All Stars or Honors post season selection, each Player and their parents must submit to the Player Agent by the designated deadline, their understanding of the post season commitment and their intention to make themselves eligible for consideration by the Division Managers. In addition a Player must have satisfied all eligibility requirements define in "2008 Baseball Little League Official Rules and Playing Regulations", and have met all local league financial registration requirements by the same designated deadline.
- 7.7. Attendance of the All Star and Honors Section Meeting is limited to the following participants:
- Managers of the appropriate division (Major & Minors)
 - Vice President of Baseball/Softball, which ever is appropriate
 - Player Agent
 - President