

RANCHO BERNARDO LITTLE LEAGUE BASEBALL, INC.

Majors Division



OPERATING INSTRUCTIONS

Revised October 2025

*****This document is provided for guidance where the Little League Operating Manual and the Official Regulations and Playing Rules of Little League Baseball provide latitude to individual Leagues.*****

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The following operational guidelines (“Ops”) are intended for implementation at the Majors division level in Rancho Bernardo Little League.

1. Ground Rules

- 1.1. Any ball hit directly into the netting above the right-field fence is a Homerun.
- 1.2. Prior to entering a game, all pitchers shall warm up in the bullpen assigned to their team’s side of the field. During warm-ups, a player from their team will wear a batting helmet and watch the field of play to provide a warning of a foul ball or ball in play into the bullpen.

2. Team Selection

- 2.1. The Majors Division draft shall take place after tryouts on a date determined by the Board of Directors.
- 2.2. Only the Player Agent(s), League President, Majors Division Director, Selected Board Members, and Majors Managers shall be permitted in the draft room. If a manager is unavailable, he/she shall appoint another Board-approved league member to take his/her draft position or it will be the Division Director’s responsibility to draft for that team.
- 2.3. A Manager’s meeting shall precede the draft session. The Division Director shall run the meeting.
- 2.4. At the draft, the Player Agent shall post all eligible player names, which include the following league ages:
 - 2.4.1. All 11- and 12-year-olds;
 - 2.4.2. All 10-year olds who try out for the Majors Division;
 - 2.4.3. 9-year-olds will not be eligible for the Majors Division Draft unless the following conditions are met:
 - 2.4.3.1. At least one (1) Majors Manager requests the player be put on the draft board;
 - 2.4.3.2. Majors Managers and Majors Division Director must unanimously agree to include the player in the Majors draft;
 - 2.4.3.3. The parent of the player must approve of the player playing in the Majors Division;
 - 2.4.3.4. All 12-year-olds are picked in the draft (other than those 12-year-olds exempted by League President approval); and
 - 2.4.3.5. The player must be selected in the first five (5) rounds of the Majors draft.
- 2.5. The only exception allowing a player to be eligible for the Majors Division without actually trying out is an injury certified by the Player Agent. In this case, every effort will be made to make the capabilities of the player known to all managers.
- 2.6. The names of all eligible players shall be posted alphabetically by age in a manner determined by the Player Agent.
- 2.7. Players who must be drafted into the Majors Division shall be annotated on the draft board in some manner.
- 2.8. Sibling Option - siblings shall be annotated on the draft board. Siblings must play on the same team.
- 2.9. The draft round selection of the Manager’s child(ren) shall be voted and agreed upon by the Majors Division managers, with the Division Director and League President voting in the event of any tie votes.
NOTE: The draft order of managers kids must be performed as the first order of business in the draft before the team order of the draft is determined.

- 2.10. Prior to commencing the draft, a Board approved coaching list shall be provided to each Manager for the purposes of identifying players whose parents have volunteered to be assistant coaches. *A Manager shall not have the option to pre-select an assistant coach.* All players other than the Manager's child shall be selected to a team based on the outcome of the draft.
- 2.11. The draft shall be conducted in accordance with the Operating Manual using the "METHOD IN FIRST YEAR OF OPERATION – PLAN A"
- 2.12. Wild Card(s) may be assigned by the Player Agent to balance out the number of players per team. Wild card order will not be predetermined.
 - 2.12.1. The Player Agent shall decide on a method, to be kept confidential between himself/herself and the League President, of determining who shall receive the next Wild Card; and
 - 2.12.2. Teams with the greatest deficit of players shall be assigned a Wild Card first.
- 2.13. Managers should sit opposite of the draft board in order of their pick. The draft pick order shall be decided upon prior to beginning the draft under the supervision of the Division Director.
- 2.14. Team name and/or color selections shall occur in the reverse of the draft order.
- 2.15. After completion of the draft, managers will have the opportunity to trade players before leaving the draft room. **Once managers leave the draft room, no more trades are allowed.**

3. Playing Rules

- 3.1. Game-time limits are only imposed if there is a game scheduled after the current game on the same field. No new inning may start within 30 minutes of the scheduled start time of the next game, and the game must end 15 minutes prior to the scheduled start time of the next game. A new inning begins when the last out of the prior inning is made.
- 3.2. A game that needs to be continued as determined by the Operations Manual (eg. Green Book rules 4.11 e or 4.12) will be continued the next time the two (2) teams are scheduled to play. The continuation of the original game will be played first. The managers will notify the Division Director within 24 hours of the game's start time if the situation occurs.
Note: Regulation VI (k) applies to continued games; a pitcher shall not pitch in more than one (1) game in one (1) calendar day.
- 3.3. Majors Division will use the 15-10-8 run rule option see Little League Rule 4.00.
 - 3.3.1. 15 runs applies after 3 innings (2.5 if the home team is ahead), 10 after 4 innings (3.5 if the home team is ahead), and 8 after 5 innings (4.5 if the home team is ahead). If the visiting team has a lead of fifteen (15), ten (10), or eight (8) runs or more respectively, the home team must bat in its half of the inning.
 - 3.3.2. The 8 run rule does not apply in the playoffs.
- 3.4. Pool Play will be used per the guidelines set forth in the Majors Operations Manual.
- 3.5. A team can request a pool player if they have 6 to 8 of their regular players. A team may request up to 4 pool players to bring their team to a total of up to 10 players.
 - 3.5.1. Pool players must bat last in the lineup; and
 - 3.5.2. Pool player cannot pitch.
- 3.6. For intra-league games, the home team shall occupy the first-base dugout (or as designated at the particular field of play) and prepare the field of play. The visiting team is responsible for putting away all

bases and any equipment at the end of the game. For inter-league games, the RBLL team shall be the home team and shall be responsible for both field setup and cleanup.

- 3.7. The home team shall keep official score using the GameChanger smartphone app.

4. Mandatory Play

- 4.1. It is the intent of RBLL to increase minimum playing time beyond that required in the Operating Manual and Playing Rules of Little League Baseball [Regulation IV(i)]. In each complete six- (6-)inning game, each player must play 50% of the innings that he/she is eligible and in attendance for.
- 4.2. If a team is fielding 10 or fewer players in regular-season play, each player must play a minimum of four (4) innings.
- 4.3. To satisfy minimum play, a player will be entered into the game every other inning. A player may not sit consecutive defensive innings on the bench.

5. End of Regular Season

- 5.1. All teams shall be seeded for tournament play based on their regular-season final standings, as tracked by the league in GameChanger.
- 5.2. In the event of a tie between two (2) or more teams, the following steps shall be used to decide the higher seed:
 - 5.2.1. Head-to-head record;
 - 5.2.2. Head-to-head run differential;
 - 5.2.3. Least runs against the entire season;
 - 5.2.4. Overall run differential for the entire season;
 - 5.2.5. A coin toss by the Division Director
- 5.3. The Board of Directors shall decide how the tournament bracket will be structured depending on the number of teams in the League and/or inter-league play.
- 5.4. In the opening round of the tournament and all winner's bracket games, the home team shall be the higher-seeded team.
- 5.5. In the championship game, the team from the winner's bracket shall be the home team.
- 5.6. For all elimination bracket and "if" games, the home team shall be determined by a coin toss.
- 5.7. No pool players will be allowed in the playoffs. A team must be able to field at least six players to avoid a forfeit.

6. Tournament of Champions ("TOC")

- 6.1. The winner of the intra-league, post-season tournament shall represent RBLL in the TOC, if they choose to do so.

7. All-Star Teams (12U, 10/11, and 10U)

7.1. "Player Voted" 12U All-Star Team Members

7.1.1. The Majors Division players and managers shall vote to determine the players to play on the 12U All-Star Team.

7.1.2. Instructions for the Player Ballot are as follows:

7.1.2.1. Each player shall receive a ballot containing all eligible 10-, 11-, and 12-year-old players from the Majors Division;

7.1.2.2. No player shall vote for him or herself;

7.1.2.3. No player shall vote for more than three (3) players from his/her regular-season team;

7.1.2.4. No player shall vote for more than seven (7) players overall; and

7.1.2.5. Each player shall also vote for one (1) 12-year-old player they wish to receive the Pirolli Sportsmanship Award.

7.1.3. As each player hands in the ballots, the Player Agent or member of the Board of Directors assigned by the Player Agent administering the vote shall check the ballot only to see that the players followed the instructions. If the instructions were not followed, the player shall be given the option to change his/her ballot. If a ballot is found in error afterwards, the ballot shall not be counted.

7.1.4. The Player Agent and League President only shall tally the ballots. The initial players selected to the 12U All-Star Team shall be determined by a "Natural Break" in the players' combined votes. The "Natural Break", for this purpose is defined as a sizeable drop in the number of votes between players. The number of All-Star players added via the player vote shall be a minimum of 2 and maximum of 5.

7.2. "Manager-voted" All-Star Team members

7.2.1. A Majors Division manager's meeting shall be held to select additional players to the 12U All-Star Team to complete a roster of 10-11 players. The number of players on the team shall be determined by the Majors Division managers prior to the player selection. Each All-Star Manager shall have the option to fill a roster of up to 14 players with manager-selected players, if he/she so desires.

7.2.2. Instructions for the Manager Ballot are as follows:

7.2.2.1. Each Manager shall be given a player's voting ballot for his/her own reference.

7.2.2.2. The Player Agent shall post the "Player-Voted" All-Star Team members alphabetically on the selection board.

7.2.2.3. The Player Agent shall then nominate the next top ten (10) players from the "Player-Voted" ballot and list them alphabetically on the selection board.

7.2.2.4. The Player Agent shall then ask each manager if he/she wishes to nominate up to three (3) players from his/her own team, listing any nominations on the selection board.

- 7.2.2.5. The Player Agent shall then ask each manager if he/she would like to nominate one (1) player from any other team than his/her own, listing any nominations on the selection board.
 - 7.2.2.6. At this point, nominations are closed.
 - 7.2.2.7. The Player Agent shall ask each manager to discuss each player nominated from his/her own team. Other managers shall be allowed to comment briefly. Anyone present who has a player being discussed may provide their input and will then leave the room as other managers discuss that player.
 - 7.2.2.8. **Secret Written Ballot** - The Player Agent shall ask the managers to vote for the number of players required to complete a roster of the number of players determined in section 7.2.1. Players receiving 75 - 80% or more of the votes are voted onto the team. Any player who does not receive a vote shall be removed from the selection board and will not be eligible for future votes. If this vote completes the roster, no further voting is necessary. If the roster positions are not full, voting will continue until the roster is complete. Each round of voting will be followed by a short discussion period. A minimum of 9 players shall be selected through this process. If there is a stalemate after 2 rounds, players receiving a 2/3 vote are voted onto the team. If this results in too many players, those with the highest number of votes fill out the roster first, if there is a tie then a vote of just those players breaks the tie. The Manager will select the remaining players to complete the roster.
- 7.3. After the roster is complete, the 12U All-Star Manager shall be announced in accordance with the RBLL General Operating Instruction 5.2.
 - 7.4. After the 12U All-Star Manager is selected, he/she shall have the option to choose additional players to fill the roster with as many as 14. These players shall be selected from the list of all players originally on the selection board before the first vote.
 - 7.5. After the 12U All-Star Team is selected, the 10U All-Star team shall be selected using the process from Sections 7.2 - 7.4 disregarding all mention of "Player-Voted" All-Star members and replacing the term "12U All-Star Manager" with "10U All-Star Manager". After the 10U All-Star Team is selected, the 11U All-Star Team shall be selected using the process from Sections 7.2 - 7.4 disregarding all mention of "Player-Voted" All-Star members and replacing the term "12U All-Star Manager" with "11U All-Star Manager".
 - 7.6. The Player Agent shall allow the Majors Division managers to vote on the 10U players playing in the Majors Division to be automatically placed on the 10U All-Star Team, if they have not been selected for the 12U All-Star Team. A 50% manager vote places the player(s) on the 10U All-Star Team.