

## CMT Player Pool Rules & Byelaws (re. 3/3/09)

1. Only age-eligible players may “play up” -- this includes 9yo -11yo only for LL (Majors) for any scheduled games. Players ages 7-11 for minors, ages 9-12 for LL (Majors), and ages 13-16 (SLSB) may “play across” if a league (or association) has multiple teams within that division **ONLY FOR GAMES WITHIN ITS OWN LEAGUE -- EACH CMT CONFERENCE LEAGUE WILL MAKE ITS OWN CHOICE AS WHETHER OR NOT TO ALLOW INTRALEAGUE “PLAYING ACROSS”**. It is suggested that all managers obtain a “letter of intent/parental consent” form (see attached form) from any player willing to be in a legal player pool and therefore willing to play when available. Under no circumstances may a 7-8 yo play up on a LL (Majors) team, regardless of ability, due to LL insurance (and safety) reasons. Conversely, LL (Majors) players MAY NOT “play down” for minors games for the same reasons. **Note: Any 12 y.o. WILL NOT be allowed to play up in Junior League or Senior League without losing All-Star eligibility at the 11-12 yo All-Star team level !!**
2. Player pool lists should be selected and established as quickly as possible prior to the start of the scheduled season’s games (this can be done quickly by holding a player/parent meeting after a practice, handing out the forms to interested players, and having players return them to their managers). **In fairness to those who participate and for regulation purposes, only players who are on the player pool list may be utilized.**
  - a. A copy of this established list will be provided to each league’s Player Agent, League President, and MidEast association president where applicable in the event of any problems, misuse, or other issues involving the established player pool **(LL Rule V c1)**
3. Using a created list of players (see attached suggested phone roster) a LL (Majors) manager may call a sufficient number of players necessary to field a team for a scheduled game. The following rules and byelaws apply with NO EXCEPTIONS:
  - a. All players brought up for a game “brought up” from a minors team or “brought across” from a same-division, same league-team **MUST PLAY AT LEAST MINIMUM OF NINE CONSECUTIVE DEFENSIVE OUTS & BAT AT LEAST ONCE (LL Rule V c4)**
  - b. If regular team players arrive late while a game is in progress, the team’s manager may choose to insert them into the lineup (always at the bottom of the lineup if a rotating batting order) or not insert them depending on the game’s progress; however, minimum play rules still apply if inserted. All players brought up/across for a game **STILL MUST HAVE MINIMUM PLAY FOR THAT GAME as per LL Rule V c4**
4. Eligible players on the established “call list” (each manager will have a copy of the appropriate list for his/her level for his/her league/association), in fairness to each volunteer player, **must be called consecutively in a rotating fashion** (e.g., with a 10-player list, called players 1-6 to get sufficient players for a game, then called players 6-8 to get sufficient players for next game, then call players 9-10, then players 1-3 to get sufficient players for that game, etc.).
  - a. **Managers are prohibited from calling the same few players when more players are on the list (i.e., randomly or methodically picking “selected” players with known abilities for each game without using the rotation call method); managers are using an honor system to avoid this issue (LL Rule V c2) -- (continued next page...)**

- b. **If players consistently need to be brought up to field a team, a LL (Majors) manager should strongly consider adding enough selected players to his/her roster permanently, prior to the 4/30/09 deadline for final team roster submission.** Minor league managers are reminded that the minor leagues are a feeder system for LL (Majors) teams, and that LL (Majors) teams are entitled to bring up choice players **permanently** as necessary to maintain a reasonably numbered roster at the discretion of that team's association/league.
5. Scheduling conflicts and issues:
- a. The **primary purposes** of a player pool are to: (1) get scheduled conference games completed in a timely manner, and (2) to give eligible minor league players some experience at the LL (Majors) level -- NOT to garnish a team or create a "mini-tourney" travel team with selected hand-picked players.
  - b. A player's regular season's scheduled/rescheduled games ALWAYS take precedence. LL (Majors) managers will respect their minor league teams' schedules, etc. (i.e., a player must first play for his/her regular season team if he/she has a game on that same day as a priority, but may play up or across for another team that same day at different time (**LL rule V (c)**). LL (Majors) teams with known frequent player shortages may wish to avoid rescheduling games on days when minor league games are normally scheduled.
  - c. **\*\*IMPORTANT\*\* !! Players obtained from a player pool at ANY level MAY NOT PITCH during that game, but may pitch during their own regular season games (LL Rule V c3).**
  - d. If a league has more than one team in that division (e.g., SLSB, MLBB, etc.) an intraleague player pool may be established for playing across **if that league chooses to do so. All LL rules (LL Rule V c) and the above byelaws as per above also strictly apply for players playing "across" intraleague.**
  - e. Any manager who knowingly and intentionally is in violation of these LL rules and CMT byelaws will be subject to disciplinary action by his/her league's BOD.

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