Sunnyvale Little League

Player Pool Procedures

Last modified 2/28/17

1. Purpose

The purpose of this document is to outline the procedures that will be followed for running the player pool. The player pool is designed for teams that don't have enough players to play in a game during the regular season. Think of it as a pool of substitute players for when teams are short one or more players due to illness, injury, vacation, or other commitments (i.e. Science Camp). If you have any questions or concerns, please contact your Player Agent.

2. Green Book Rules Regarding a Player Pool - Regulation V(c)

A pool of players from existing regular season teams can be created with players that are willing to participate in extra games during the regular season when teams face a shortage of rostered players for a regular season game within their respective division.

NOTE: Players may not be "borrowed" from an opponent. They must be assigned by the player agent.

Guidelines:

1. The league's player agent, or a league representative designated by the player agent and approved by the board of directors, will create and run the pool. The league's player agent will use the pool to assign players to teams that are short of players on a rotating basis.
2. Managers and/or coaches will not have the right to randomly pick and choose players from the pool.
3. A pool player who is assigned to serve as a substitute may not pitch in the game in which he is serving as a substitute.
4. Pool players that are called and show up at the game site must play at least nine consecutive defensive outs and bat once.

3. Pool Formation

1. The player agents will set up and run the player pool for the duration of the regular season.
2. A list of eligible players will be prepared and kept confidential by the player agents.

3. The player agents will contact the parents in each division asking for players who would like to participate in the player pool.
4. Players who would like to participate will contact the player agents and provide their best contact information.
5. Players will be placed randomly on the player pool list and will be contacted by the player agents when needed.

4. Selection Process

1. Managers must request a player from the pool, by contacting the player agents as soon as they know they need a pool player and no less than 12 hours prior to game time.
2. Managers are not allowed to request specific players.
3. Player agents will draw players from the pool in sequential order. The Player Agent will contact the first available player on the list to verify that the player is available to play..
4. If a player is unavailable, the player agent will contact the parent of the next player on the list until they have filled all the pool player requests.
5. A player who indicates that they are unavailable, will be moved to the back of the player pool and is not eligible to be drawn as a pool player until their position in the rotation cycles around again.
6. Player pool requests will be filled in the order they are received.

5. Manager Requirements When Using Pool Players

1. If a Manager determines they will be short a player(s) for a game, they must decide if they would like to request a pool player. (A manager may play a game with only 9 players, however if a player does get injured, they may have to forfeit the game.)
2. If a pool player is requested, and the pool player shows up for the game, they must play at least nine consecutive defensive outs and bat once.
3. A Manager may not turn away a pool player, once the player has arrived at the field prior to the game..
4. A player may NOT pitch in a game where they are a pool player. They may only pitch with their regular season team.
5. The Manager will provide a hat and jersey for the pool player.
6. The Manager needs to inform the umpire who the pool players are before the start of the game so they know who is ineligible to pitch and that they must meet the minimum play requirements.

Change Log

Change Date	Section Edited	Changed by	Change