

QC Heat keeper league policy

The objective is to create and maintain a competitive league where consistency and quality of the program is maintained to provide a positive growing experience for the children participating in the league.

1. A team is initially formed by a coach saving 2 players and acquiring the rest of the players through regular draft picks. Head coaches daughter/s are NOT a part of the 2 saved. Head coaches daughter/s are saved in addition to the 2 saved players.
2. At the conclusion of each season, a player is permitted to re-enter the regular draft to go to another team but coaches are not allowed to drop players. Trading of players is not allowed.
3. Per Little League Rule III (C) no Majors division team is allowed to be comprised of more than eight league age 12 yr old players. No Junior/Seniors division team is allowed to be comprised of more than eight league age 16 yr old players.
4. An existing property team that needs to replace/acquire additional players can only do so through regular draft picks. New teams formed after the first keeper league season shall follow rule #1. The draft order will be: new team picks first, last place team from previous season picks second; second to last picks third, etc., first place team picks last or penalty team picks last. For penalty team see pitching rules. If there are more than 1 new team formed, they shall pick before existing property teams, however, the order of pick between the new teams is determined through random selection: draw straws, draw numbers, etc. A new team forming is dependent upon the availability of players for that division. If there are not enough players in the draft pool to form a new team, than a new team cannot be formed.
5. Any existing property team that loses a coach can stay together so long as it can replace the coach. If no coach can be found, than all players re-enter the draft and that team is disbanded.
6. Any coach that has a younger player moving up into that coaches playing division will need to acquire the player with his/her first available draft pick.
7. A team moving up in division will be considered a "new team" for the draft pick order.

8. A newly formed team is allowed to save no more than 2 seasoned pitchers. A seasoned pitcher is a pitcher that has pitched in no less than 1 full spring season and/or the judgment decision of no less than a group of 5 experienced coaches. The 2 pitchers will be of the 2 saved or head coaches daughter/s. A team that has 2 seasoned pitchers on its roster is not allowed to draft a 3rd seasoned pitcher. A team that has less than 2 seasoned pitchers can draft a seasoned pitcher but the team cannot acquire more than 2 through the draft or saves. Developing pitchers is encouraged and a developmental pitcher is not considered 1 of the 2. If a team initially has 2 seasoned pitchers, and a developmental pitcher becomes a 3rd seasoned pitcher through the course of pitching experience than kudos for that team and coach, they have 3 pitchers. Any team caught breaking the pitching rules shall default to last place for their spring season draft pick and/or be skipped during the 1st round pick.
9. If a coach with a playing daughter wants to become an assistant coach on another team, than the playing daughter is chosen with the teams first available draft pick.
10. A coach cannot leave a team to go to another team or start another team in the same division unless 1 full season has passed and there are enough available players in the draft pool to fill a team. A coach can form a new team in a division other than the division he/she just left provided there are enough players in the draft pool.
11. Teams can enter as their team for fall ball. Teams that are short players will be provided players through a blind draft or coach's request provided pitching rules aren't broken and dependent upon player pool availability. Pitchers/catchers will need to acknowledge their pitching abilities at fall registration to ensure each fall team has seasoned pitching. 2 teams can join together for fall ball to form 1 team as long as every team has the same # of players and dependent upon player pool availability.