

LITTLE ELM AREA YOUTH SPORTS ASSOCIATION BASEBALL



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Player Pool in LEAYSA Baseball

A MEMBER ASSOCIATION OF LITTLE ELM AREA YOUTH SPORTS
ASSOCIATION (LEAYSA)
[LEAYSA Baseball Website](#)

Little Elm Area Youth Sports Association Baseball

PLAYER POOL

The goal of the Player Pool is to prevent forfeiture and rescheduling of games. Whenever possible, pool players will be drawn from the next lower “A” league division. The goal is to provide a win-win experience. The team that needs additional players can play as scheduled. Pool players also gain experience playing against tougher competition.

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GENERAL POLICIES

POOL PLAYER ELIGIBILITY & REGISTRATION

PARTICIPATION

There would be no additional cost for a parent to add their child to the pool and there would be no limit to the number of games a player can play in. And it gives younger kids a chance to play up on an interim basis and get experience.

EXPRESSING INTEREST AS A POOL PLAYER

During the registration process, players may sign up to be added to their respective player pool. There is no additional cost involved to be a pool player, and there is no limit to the number of games a player may participate as a “pool player”.

POOL PLAY FULFILLMENT

The league will provide a process for coaches to communicate a need for pool players as soon as they become aware of the need. The league director for that league or their designated representative will attempt to find an available pool player for that game time and put that parent of the pool player in contact with the coach.

As a courtesy, all coaches should notify the other team and LEAYSA as soon as they know they do not have enough players so the League Director or Pool Player designee, can begin the search to fill the need.

POOL PLAYER GENERAL RULES AND GUIDELINES

GENERAL POOL PLAY RULES

- Pool players will come from the same level "A" league division whenever availability permits. If there is no availability of a same division pool player, then a pool player of the lower division will be offered.
- All pool players must be assigned by the league director or a designated representative.
- Coaches may **NOT** request or recruit pool individual pool players.
- Pool players **must bat last and may play any position except for Pitcher or Catcher**.
- Pool players **must be dressed in their original team's uniform** and must be identified as a pool player in team's line-up.
- All minimum defensive inning rules apply equally to pool players.
- Up to 2 pool players', per team, may be used for any game.
- More than 2 pool players on a team will result in the game being officially recorded as a forfeit. In this case, the game will still be played as long as minimum number of players is satisfied.
- Pool Players must play by the rules of the division that they are pool playing in.
- Pool Players can be utilized for all post-season games, including Championship Games.

GUIDELINES FOR USING POOL PLAYERS

14U Division - pulls a pool player from 14U (non-opponent teams), if no 14U players are available the first available 12U player will be used; once a player is used, that player goes to the bottom of the list.

12U Division - pulls a pool player from 12U (non-opponent teams), if no 12U players are available the first available 10U player will be used; once a player is used, that player goes to the bottom of the list.

10U Division - pulls a pool player from 10U (non-opponent teams), if no 10U players are available the first available 8U player will be used; once a player is used, that player goes to the bottom of the list.

8U Division - pulls a pool player from 8U (non-opponent teams), if no 8U players are available the first available 7U player will be used; once a player is used, that player goes to the bottom of the list.

7U Division - pulls a pool player from 7U (non-opponent teams), if no 7U players are available the first available 6U player will be used; once a player is used, that player goes to the bottom of the list.

6U Division - pulls a pool player from 6U (non-opponent teams), if no 6U players are available the first available 5U player will be used; once a player is used, that player goes to the bottom of the list.