

# **Chaires-Capitola Little League (CCLL), Inc. By-Laws**

## **MISSION STATEMENT**

The objective of the Chaires-Capitola Little League, Inc. ("Local League" or CCLL) shall be to provide a positive environment for children to develop as both baseball/softball players and citizens. As stated in Article II of the CCLL, Inc. Constitution, the focus of the Local League will be the enjoyment and understanding of the game of baseball/softball while promoting the ideals of good sportsmanship and respect for others.

This objective will be achieved through the hard work and dedication of all Members of the Local League. All persons who participate in this effort will be asked to honor the competitive nature of the game, but first and foremost, must foster our children's well-being, fellowship in the Local League and individual self-esteem. We must lead by example and provide our children with positive, sportsman-like role models.

## **Article 1 – General League Policy**

### **LEAGUE FISCAL YEAR**

1. CCLL's fiscal year is October 1 – September 30.
2. The Local League will apply for the standard insurance from Little League International each year.
3. The Local League can apply for protection from theft (crime insurance policy).
4. All children who play baseball and softball, as well as adults who serve as managers (maximum of 1 per team), coaches (maximum of 3 per team), designated parents who assist with practices and have been approved by the Board, umpires, official scorekeepers, Player Agents and Safety Officers are covered by Little League accident insurance. This insurance covers eligible participants while traveling directly, without delay, to and from the field as well as during practice sessions and games, or other authorized league activities. Accident insurance coverage does not begin until after the league has submitted its charter and insurance application to Little League Baseball, Inc. for the season.

### **CHILD ABUSE**

The Local League prides itself in providing all players, parents and family members with a clean and wholesome environment to play ball games. All managers, coaches, umpires, parents and any other interested parties are encouraged to report any suspicious behavior or any unidentifiable persons or strangers frequenting or loitering around the ball park to the local law enforcement agency or to any Local League Board member.

### **SAFETY CODE**

1. Responsibility for safety procedures and policy should be that of all Members.

2. First Aid kits must be made available and stocked at the game/practice fields.
3. No games or practices should be held when weather or field conditions are unsafe, particularly when lighting is inadequate or when lightning storms are nearby. Play should be suspended if any of these conditions exist.
4. The play area for games and for practices should be inspected frequently for holes, damage, stones, glass or other foreign objects and reported to the President who will then report to the County Administrator.
5. Only players, managers, coaches, and umpires are permitted on the playing field and the dugout area during games. Volunteers are allowed on the field and in the dugouts during practice only and at the approval of the manager/acting manager.
6. The responsibility for keeping bats and other loose equipment off the field of play should be that of a player assigned for that purpose. All equipment must be kept off the top of the dugouts. No one is allowed on the top of the dugouts. Bats must be kept in the bat rack and the helmets in proper racking. A player must retrieve bats and helmets left on the field after a batter has completed a time at bat. They shall not go on the field until all play has stopped.
7. During games and practices, all players, managers and coaches, particularly base coaches should be alert and watching the ball at all times.
8. During warm up drills, players should be spaced so that no one is endangered by wild throws or missed catches. Pitchers and catchers are to warm up outside the foul lines or fences prior to the games. A player should be assigned to protect the players, participants and/or spectators from pitcher/catcher warm up unless such warm up is confined to a protected area. The designated area of pre-game warm-up is the area adjacent of the 3<sup>rd</sup> base line outside the fence.
9. Equipment should be inspected regularly especially for cracked and damaged helmets and bats.
10. Batters must wear an approved protective helmet during batting practice as well as during games. Helmets must meet the NOCSAE specifications and standards and bear the NOCSAE stamp and exterior warning label. Stickers and paint of any kind on the helmets (except the manufacturers NOCSAE label) are strongly discouraged unless accompanied by a letter from the manufacturer attesting to the safety of such. For purposes of safety, the definition of a player required to wear a helmet will include any player running the bases and any player who, for any reason, is attempting, or intending to attempt to strike a thrown, pitched, tossed or T-mounted ball, whether or not within a marked batter's box on a practice or a game playing field.
11. Catchers must wear catchers' helmet, throat guard, chest protector and shin guards at all times while acting as a catcher in games, practices (including infield warm-up) or in the crouched position for warm ups. Male catchers must wear a hard protective cup and supporter. All male players are encouraged to wear athletic supporters and protective cups regardless of serving in the catcher position.
12. Except when a base runner is returning to a base, head first sliding should be discouraged and avoided in Senior League Baseball and Softball. Headfirst

sliding, except when a base runner is returning to a base, is **prohibited** in all levels of play from and including Majors and below. All players must attempt to avoid a collision at any base where a play is being made.

13. During sliding practice bases should not be strapped down.
14. At no time should “horseplay” be permitted on the playing field or in the dugout.
15. Parents of players who wear eyeglasses should be encouraged to have them wear “safety glasses.”
16. Common sense regarding safety prevails in any situation not covered.
17. Jewelry Rule: Pursuant to Little League Baseball, Inc., all players at all levels for both baseball and softball, shall not wear watches, rings, pins, earrings or other jewelry or metallic items, except eyeglasses, during a game or practice. Medical alert bracelets and/or necklaces may be worn if taped to the body. For safety reasons and to set the proper example for the players, managers, coaches and umpires, on the field of play or acting as base coaches, will not wear pins, jewelry, etc. The only exceptions are eyeglasses and wedding rings. Players should be advised by managers and coaches they can be ejected from a game for violation of this rule. Players may be removed from the field of play to the dug out without warning if they are found to have any of the above-restricted items on their person while on the playing field. Umpires are advised to reiterate to the managers, coaches and players, prior to the start of each game, the need to remove such items and if the player fails to do so, he or she may be subject to ejection. New earring posts cannot be merely taped down, but must be removed.
18. All baseball attendees will be encouraged to drive carefully around the ball field areas. Children are moving about the area and may not be alert to danger. Attendees must park in designated parking areas and be courteous to nearby private residents. Vehicles parked illegally are subject to being ticketed by local law enforcement.
19. The communicable disease procedures adopted by Little League Baseball, Inc. shall be strictly enforced.
20. All managers, coaches, umpires, and volunteers with repetitive access to the players will be required to submit to a background check.

### **ANNUAL REGISTRATION AND LEAGUE AGE DETERMINATION**

All players and parents will be notified in advance of Local League registration by email, social media, and/or yard signs near schools. Any child who is between the ages of 4 and 16 (who does not reach the 17<sup>th</sup> birthday by August 31<sup>st</sup> of the current year) may participate in Local League. The parent or guardian must provide a certified copy (not a photocopy) of a Certificate of Live Birth for each registrant. Form FS 240 for children born abroad of an American parent and Form DD 1173 for U.S. Military dependents born abroad or Naturalization Form N-585 are also acceptable.

“The Age Determination Date for a Little League Baseball, Inc. player is the actual age of

a child as of August 31 of the current year. The Age Determination Date for a Little League Softball player is the actual age of a child as of January 1 of the current year.” For the Spring season, tee ball will include players league age 4, 5 and 6. Machine Pitch will include players league age 6, 7, and 8. Minors will include players league age 9 and 10, while Majors will include players league age 11 and 12. Players may be moved down based on evaluations and/or manager recommendation and parent requests. All 12-year olds must play in the Majors division. All players ages 13-16 will play in the Senior division.

All registration forms, fees, medical releases and any other required forms must be completed and signed by the parent(s) or guardian of each player and be in the physical possession of the Local League ***before any player is allowed to practice or play in a game.***

### **UNIFORMS**

Uniforms consist of a jersey, hat, baseball pants, socks, belt, and cleats. The Local League will provide a jersey and hat for each player based on the team to which the player is assigned. The manager of the team will inform parents of the required color pants, socks and belt to complete the team’s uniform. Uniforms must be worn to play in a game. Uniforms are not required for practice.

## **Article 2 – Players**

### **PLAYER EVALUATIONS**

At the time of registration, all new players with the Local League for baseball and softball will be notified of the player evaluation dates, times and locations. A player must evaluate with their league age division. As determined by the Board, a player may be asked to play down a division for safety concerns. A player who chooses to play up a division must go through player evaluations in that division.

Managers and coaches will evaluate each player on the basis of running, throwing, fielding, batting and overall coordination. Each player must attempt to attend and participate in the player evaluations in order to be eligible to be drafted. Players that do not evaluate will be discussed at the draft and managers will decide whether to put their names on the board for drafting or to draw their name out of a hat. All players will be placed on a team. Manager/coach’s child(ren) wanting to play is not required to attend and participate in evaluations. They are automatically assigned to their parent’s team.

### **SELECTION OF MANAGERS**

The Local League Board President shall appoint volunteers to serve as managers within the Local League for the upcoming season, at least 7 days prior to the draft. All managers must also attend a Local League sponsored rules clinic prior to the start of the season.

All appointments must be approved by the Local League's Board, by majority vote. It is not guaranteed that the previous year's managers will be reappointed.

Priority will be based on the following criteria:

1. Candidate leads with a positive attitude, good knowledge of the game, demonstrates integrity, and is generally considered to be reliable. Has not had any formal complaints lodged against them to the Board in previous seasons due to use of foul language, lack of baseball knowledge, lack of control of players, lack of respect for umpires, coaches and players, or other inappropriate behavior.
2. Managed a CCLL team last season in the same division.
3. Managed a CCLL team last season in another division.
4. Coached a CCLL team last season in the same division.
5. Coached a CCLL team last season in another division.
6. Prior coaching experience in another league, references must be provided upon request.
7. Valid nominee from a CCLL Board Member.
8. Assisted with a CCLL team in a prior season, but not in capacity of coach or manager. The President of the Local League may manage or coach a team provided he/she does not serve on the Protest Committee, nor serve as a tournament team manager or coach. The Vice President of the Local League may also manage or coach provided he/she does not serve on the Protest Committee. Player Agents for a particular division may not manage or coach in said division.
9. Assistant coaches will be selected by the manager with assistance from the President as needed.

### **DRAFT METHOD**

The draft method for all divisions (except tee ball) will include a "snake draft" format. A manager's own child will be drafted onto the parent's team automatically and will be placed in the last spot on the draft. The first named Assistant Coach's child will automatically be placed as the third pick. Additional manager kids or first named Assistant Coach's kids will be placed at 4<sup>th</sup> and 5<sup>th</sup> positions etc.

Each Major division team will have at least 12 players on each team. An attempt will be made based on number of players registered to have the same amount of players on each Minors division team. Tee ball teams will be assigned by the Local League President or other designee assigned and will honor parent requests as allowed.

## **PLAYER POOL**

There will be a Player Pool for the Machine Pitch, Minors and Majors division. Each of the Player Agents will gather names of players willing to participate and then field calls from managers when a player is needed.

The Player Agent will create and run the pool. He will use the pool to assign players within each division to teams that are short of players on a rotating basis. Once the volunteer list has been compiled, the Player Agent will randomly arrange the players in the pool. This order will not be known by any division manager.

Managers or coaches will not have the right to randomly pick and choose players from the pool. Managers will not know who their pool players will be until after they have requested one from the Player Agent. Once a request has been made, it cannot be rescinded.

When a player participates on a team other than his/her own team, such player will not be permitted to pitch or catch in that game. They will be placed at the end of the batting order. Pool players that are called and show up at the game site must play at least nine consecutive defensive outs and bat once. They will wear their own team uniform.

Once a player has been selected by the Player Agent as a pool player, he/she will be placed at the back of the pool list and will not be selected for another game until their turn comes up again. A parent will always have the ability to refuse or ignore an invitation but, to preserve the integrity of the process, that refusal will result in the player being put in the back of the list as if they did accept.

To make this process run smoothly, parent/guardians of willing volunteers will need to send an email to the Player Agent with a subject of Player Pool Volunteer. Please include in the email the player's team, name, and a number to contact the parent/guardian via text message.

Managers or coaches wishing to request a player should contact your via text as soon as they are aware of the need. Please include your team name and game date with the message. It is preferred that you give the Player Agent at least two days. In extreme cases, an attempt to find players on the day of the game will be made but due to work/family commitments and dependency on parent responses, this may not be possible.

Parents will be informed of a player request via text message. If a parent does not respond within a reasonable time (which will depend on the urgency of the request), the Player Agent will contact the parent of the next player on the list and inform the first parent the offer is no longer in place. The originally contacted player will then be placed at the back of the selection list. Immediately after a player has accepted an invitation to play, the Player Agent will contact the requesting manager or coach.

Managers and coaches are permitted to use only the players in their division through pool

play and approved by the Player Agent.

### **PLAYER REPLACEMENT**

A player may be removed from the Local League team roster after the season has started under the following conditions:

1. Determination of a medical doctor;
2. Relocation from the area;
3. Any player who is out of the lineup for more than three games;

### **CHAIN OF COMMAND**

The Local League Chain of Command always starts with the well-being of each player. The player or their parents may always contact their manager or coach with any concerns. The manager or coach will then voice this concern to the appropriate Board member:

- The Player Agent for team concerns
- The Safety Officer for field concerns
- The Treasurer for budget concerns or Concession Stand Manager for financial concerns
- The Umpire-In-Chief for officiating concerns
- The Equipment Manager for equipment concerns

If a concern happens to be a manager, the next chain of command is the Player Agent. If the concern is the Umpire-In-Chief, the next chain of command is the President of the Local League.

### **PROCEDURES FOR DISCIPLINARY ACTION**

*Filing of Complaint.* To initiate consideration of any disciplinary action, a written complaint shall be filed with the Board of the Local League. The complaint shall contain a brief statement of the facts of the violation or violations along with the name and address of the person accused of the alleged violation(s), the date, time and location of the violation. The complaint shall also contain the complainant's name, address, telephone number, team (if known) and shall be signed by the complainant. The complaint shall be sent to a Local League Board member within a reasonable time after the occurrence of the alleged violation; provided, however, that the presumption is that a reasonable time shall not extend beyond fourteen (14) days of the alleged violation. However, in the course of the investigation, or if later discovered, other reportable incidents of violations have occurred and were not reported for whatever reason, the Board may use all reported and discovered information in determining behavioral patterns or in adding additional charges to the original complaint.

*Determination to Institute Disciplinary Action.* Within seven (7) days of receipt of a

complaint alleging the need for disciplinary action, a preliminary committee of the Board (normally the President, Vice President, Secretary, Player Agent and Umpire-in-Chief) shall discuss the complaint and determine any need for disciplinary action. In the event that a Board member is the complainant, he or she shall not be present at the preliminary committee meeting. The preliminary committee shall review the complaint, discuss the allegations and determine by majority vote whether reasonable cause exists to believe that the conduct engaged in constitutes a violation of a rule or policy that merits disciplinary action. If so, the preliminary committee shall refer the complaint to the Board for a full hearing. If a majority of the committee determines that disciplinary action is not merited at that time, then the committee shall advise the Board and the complainant with a brief statement of the reasons for the determination not to proceed with disciplinary action.

### **Hearing Procedure:**

1. *Preliminary Committee Decision.* The Board shall give written notice to the alleged violator stating the substance of the charge in concise terms and requesting that the alleged violator appear at a hearing before the Hearing Committee to be held no sooner than two (2) days nor more than thirty (30) days from the date of the notice. The notice statement shall contain a statement that his or her failure to attend or participate in the hearing shall indicate default by him or her and an admission of the conduct alleged in the complaint.
2. *Full Hearing.* The League President shall select six (6) to twelve (12) board members to include the League President, or his/her designee, and Secretary to act as part of the Hearing Committee. Any board member having any direct involvement in the alleged violation shall not participate in the hearing.
3. *Public Hearing.* The hearing shall be open to all Members of the Local League.
4. *Hearing Procedure.* The Hearing Committee shall appoint a presiding officer for the hearing. The presiding officer shall regulate the course of the hearing in conformity with these rules. To initiate the hearing the presiding officer shall introduce the committee members and read the complaint. The alleged violator shall have the right to appear personally and to have counsel present. If the alleged violator is a player, that player's manager will also be present. All parties shall have the opportunity to make opening statements, present arguments and evidence and to cross-examine anyone offering testimony. The hearing shall not be conducted according to the strict legal rules of evidence and any evidence, whether or not admissible in a court of law, shall be admissible at the hearing if the presiding officer deems the same relevant. At the discretion of the presiding officer, the hearing may be recorded.
5. *Decision of Hearing Committee.* At the conclusion of the hearing, the Hearing Committee shall adjourn for deliberation. Unless a two-thirds (2/3) majority of the

committee finds that reasonable cause exists for disciplinary action, the complaint shall be dismissed. If two-thirds (2/3) of the Hearing Committee finds that reasonable cause exists for disciplinary action, the committee shall issue a written decision setting forth the rule, regulation or policy violated and the sanctions ordered as a result of the violation. Sanctions may include reprimand or censure, suspension or dismissal from any further Local League activities. Any decision may contain conditions for continued involvement or may contain steps to be completed to remedy the problem, giving rise to the violation. The decision of the Hearing Committee shall be final.

6. *Request for Reinstatement.* The disciplinary decision of the Hearing Committee shall be final and shall not be subject to appeal. A disciplined individual may, however, submit in writing a request for early termination of disciplinary sanction, including a request for reinstatement in all Local League activities. Any such request shall be in writing, directed to the Board and shall set forth the reasons why the requested relief shall be granted. Following the written request for reinstatement, the Board shall consider the request at its next regular scheduled meeting. If the majority of the Board votes to terminate or modify the sanctions, the same shall be terminated or modified as set forth by the Board in a written decision to the violator. Such written decision may contain conditions for further involvement in Local League activities.
7. *Emergency Disciplinary Action.* Under emergency circumstances, when immediate action must be taken to protect the welfare of any individual involved in any way in Local League programs, including players, spectators and those affected by the programs, the Local League President, or any person specifically designated by him or her, may summarily suspend any individual from further participation subject to the filing of a complaint and the hearing procedure as set forth above. Such emergency suspension may be oral and shall be immediately followed by a statement in writing.

### **PARENTS' PLEDGE**

The essential elements of character building and ethics in sports are embodied in the concept of sportsmanship and six pillars of character: **Trustworthiness, Respect, Responsibility, Fairness, Caring, and Good Citizenship.** The highest potential of youth sports is achieved when competition reflects all "SIX PILLARS OF CHARACTER."

I, therefore, agree that:

1. I will not force my child to participate in sports.
2. I will remember that children participate to have fun and that the game is for youth, not adults.
3. I will learn the rules of the game and the policies of the Local League.
4. I (and my guests) will be a positive role model for my child and encourage

sportsmanship by showing respect and courtesy, and by demonstrating positive support for all players, managers, coaches, umpires, officials and other spectators at every game and practice.

5. I (and my guests) will not engage in any kind of unsportsmanlike conduct with any official, manager, coach, umpire, player, or parent such as booing and taunting, refusing to shake hands, or using profane language or gestures.
6. I will inform the coach of any physical disability or ailment that may affect the safety of my child or others.
7. I will not encourage any behaviors or practices that would endanger the health and well-being of the athletes.
8. I will teach my child to play by the rules and to resolve conflicts without resorting to hostility or violence.
9. I will demand that my child treat other players, coaches, officials and spectators with respect regardless of race, creed, color, sex or ability.
10. I will teach my child that doing one's best is more important than winning, so that my child will never feel defeated by the outcome of a game or his/her performance.
11. I will praise my child for competing fairly and trying hard, and make my child feel like a winner every time.
12. I will never ridicule or yell at my child or other participants for making a mistake or losing a game.
13. I will emphasize skill development and practices and how they benefit my child over winning. I will also de-emphasize games and competition in the lower age groups.
14. I will promote the emotional and physical well-being of the athletes ahead of any personal desire I may have for my child to win.
15. I will respect the officials and their authority during games and will never question, discuss, or confront coaches at the game field, and will take time to speak with coaches at an agreed upon time and place.
16. I will demand a sports environment for my child that is free from drugs, tobacco, and alcohol, and I will refrain from their use at all sports events.
17. I will refrain from coaching my child or other players during games and practices, unless I am one of the official coaches of the team.
18. I will work/volunteer at least one full game in the Concession Stand during every baseball season.

## **Article 3 – Game Operations**

### **SCHEDULE**

The Spring schedule will be determined by the Board once the number of teams has been determined. The following rules will apply for scheduling:

- Tee-ball: Games will be on Saturdays.
- Machine Pitch: During the Season, each team will have at least one practice a week and no more than two games scheduled in a week.
- Minors, Majors, Senior: During the Season, each team will have at least one practice a week and no more than two games a week, both occurring on a weekday.
- Minors and Majors will play on either Lower or Upper Fields. Seniors will play at a regulation size baseball field.
- All weekday games for Minors/Majors will typically be held at 6:30, with the exception of some Fridays. Two Friday games may be held at 6:00 pm and 8:00 pm. All weekday games for Machine Pitch will be held at 6:00.
- Each team will be scheduled the same number of games. During the Spring season Machine Pitch will have at least 16 games, Minors will have at least 18, and Majors at least 18. During the Fall season Machine Pitch will have at least 10 games, Minors at least 12, and Majors at least 12.
- For end of season playoff reasons, every effort will be made to play make-up games during the Spring season so that every team in each division plays the same amount of games.

### **Local League Rules**

1. The manager may, for discipline reasons (e.g. unexcused missed practices or unsportsmanlike conduct) “sit” a player down for not more than one game (per incident) with the prior approval from the Player Agent and one additional Board Member prior to the start of a game. If a discrepancy exists, the Board will make the final decision.
2. If a manager, coach, or player is ejected from a game by an umpire, the League will follow rule 4.07 with the following player exception. If his/her parents are present, a player will leave the park for the remainder of the game. If the parents are not present, the player will sit on the bench until the parents arrive (this sitting does NOT count as their suspended game). The player may not sit in the stands and may not be recalled. Any manager, coach or player ejected from a game is suspended from his or her team’s next game and may not be in attendance at the game site from which they are suspended.

3. Unsafe acts like bat slinging, helmet throwing and pushing of players will be addressed by the manager, coach, or umpire for disciplinary action. If warranted the official addressing the act may choose to give a verbal warning as the first disciplinary action.
4. There will be no on deck hitter in the Tee-ball, Machine Pitch, Minor and Major divisions. Only in the Senior division is an on deck hitter permitted.
5. All trash must be removed from dugouts and surrounding areas after games. The manager is responsible for ensuring this is done.
6. Each team is responsible for providing volunteer concession workers throughout the season.
7. All Board members are responsible for volunteering at the concession stand.

### **Tee-Ball Ground Rules**

1. All players on the roster will play a defensive position for the entire game. There will be no catcher position. There will be 5 players in the infield (pitcher, first, second, third and short). All other players must be in the outfield grass.
2. There will be no more than three defensive coaches allowed on the playing field for instructional purposes and umpiring the bases.
3. Two (2) adult base coaches may be utilized.
4. A game will consist of two complete innings.
5. Every player hits every inning.
6. The last batter is a home run and will run all of the bases.
7. There is no limit to the number of outs in an inning and players do not have to leave the base if they are put out.
8. There will be NO sliding into bases.
9. Base stealing or leading off is not permitted.
10. No score will be kept for Tee-Ball games.
11. An adult volunteer coach MUST be in the dugout at all times.
12. Barrel bats are not permitted.
13. If there is a dispute during the game that cannot be worked out during the game, continue play, make clear that you will protest and then contact Tee-Ball Player Agent after game.

### **Machine Pitch**

1. All games will be played with one of the Chaires machines or a manager's machine if agreed on by each manager.
2. Games will be played using a continuous batting order.
3. Machine speed:

- a. Speed should be set at 38-44 mph and the machines must be placed 46 feet from home plate.
  - b. The actual settings on the machines may look different from machine to machine because of varying spring strengths, but they should all be set to the same speed.
  - c. The machines should not need to be adjusted except for the screw adjustment near the ball to accommodate batter height.
4. Length of Game: Each game will be 5 complete innings or 90 minutes long, whichever comes first. A new inning cannot be started after 90 minutes of play and a game cannot last longer than 1 hour and 45 minutes. If the visiting team is up to bat when the game reaches the 1 hour and 45 minute mark, the score will revert to the last complete inning and the game is over. The game time will begin at the published starting time.
  5. If there is an overthrow at first base, base runners can advance one base at their own risk. Players may not advance if another overthrow occurs (i.e., from first base to second).
  6. The first four innings of each game are capped at 5 runs. The fifth inning has unlimited runs.
  7. There is a 10 run rule after the completion of 3 1/2 innings if home team is winning by 10 or more runs, the game is over. If the visiting team is winning by 10 or more runs after 4innings, the game ends.
  8. An infielder can only play the infield for two consecutive innings. Positions may alternate between outfield and infield every inning. We strongly suggest a regular rotation that gives all players an opportunity to play both infield and outfield, taking into consideration skill level and safety concerns.
  9. Each batter will get five hittable pitches. When there is a bad pitch and the batter does not swing, the coach operating the machine raises his hand and calls no pitch. If the batter swings at the bad pitch, the play will continue using normal baseball rules. If there is a dispute, the coach who is running the machine is the umpire for that half inning and they make the out calls.
  10. If there is a dispute during the game that cannot be worked out during the game, continue play, make clear that you will protest and then contact the Machine Pitch Player Agent after game.

### **Minor League Baseball**

1. Games will be played using a continuous batting order.
2. There will be unlimited substitutions, except for pitchers, as long as each player gets 6 consecutive outs in the field.
3. If a player plays 4 defensive innings at catcher, that player cannot pitch during the game.
4. Length of games: Games will last 6 innings or 1 hour and 45 minutes and they will have a drop-dead time of 2 hours unless during tournament play. A new inning cannot

be started after 1 hour and 45 minutes. If the visiting team is up to bat when the game reaches the two-hour mark, the score reverts to what it was at the end of the previous inning. If the home team is up to bat at the 2 hour drop dead time and has tied the game, the contest will be ruled a tie. If the home team takes the lead any time after the 1 hour 45 minute mark, the game will be considered complete. Otherwise, the score will revert to the previous inning.

5. The first 4 innings of each game are capped at 5 runs. There are unlimited runs in the 5<sup>th</sup> and 6<sup>th</sup> innings.
6. The pitcher is done pitching once they are removed from the mound during the game.
7. Male catchers must wear a protective supporter and cup at all times.
8. Catcher's Courtesy Runner: when there are two (2) outs and the catcher is on base, a courtesy runner is allowed. However, the substitute runner must be the player who made the 2<sup>nd</sup> out in that inning.
9. During the Spring season, the only coaches permitted on the fields during live play are the batting team's first and third base coaches.
10. The Umpire shall enforce Rule 8.03 related to warmup pitches and the one (1) minute time limit is to be imposed between half innings.
11. If there is a dispute during the game that cannot be worked out during the game, continue play, make clear that you will protest and then contact the Minor Division Player Agent after game.

### **Major League Baseball**

1. Games will be played using a continuous batting order.
2. If a player plays 4 defensive innings at catcher, that player cannot pitch during the game.
3. Length of games: Games will be 6 innings long. No new innings can begin in any game after the 1 hour 45 minute mark, and there is a two-hour drop dead stoppage time for all majors games that have another game waiting to be played afterward. The game time will start at the published starting time unless agreed on by both managers and umpire.
4. The pitcher is done pitching once they are removed from the mound during the game.
5. Male catchers must wear a protective supporter and cup at all times.
6. Catcher's Courtesy Runner: when there are two (2) out and the catcher is on base, a courtesy runner is allowed. However, the substitute runner must be the player who made the 2<sup>nd</sup> out in that inning.
7. During the Spring season, the only coaches permitted on the fields during live play are the batting team's first and third base coaches.
8. The Umpire shall enforce Rule 8.03 related to warmup pitches and the one (1) minute time limit is to be imposed between half innings.
9. If there is a dispute during the game that cannot be worked out during the game,

continue play, make clear that you will protest and then contact the Major Division Player Agent after game.

### **HOME/AWAY TEAM GAME RESPONSIBILITIES FOR MINORS/MAJORS**

The Home team is required to arrive early enough to do the following:

- Do safety walk around field
- First game of the day - turn on the score board, chalk field, get score box from concession stand and hook up into scorer's table
- Get 3 game balls from the concession stand
- Provide line up cards to umpire and visiting team
- Have official scorekeeper keep the official book and in the tower operating the scoreboard in place ready to start game
- Last game of the day - turn off score boards and bring score box to the concession stand

The Visiting team must arrive early enough to do the following:

- Obtain pitch count records from the concession stand
- Provide line up cards to the umpire and home team
- Have official pitch counter in place ready to start game

During game:

- At beginning of each half inning the Scorekeeper shall announce the score and the pitch counter shall announce the pitch count for the pitcher taking mound
- Pitch counter must notify umpire when pitcher reaches maximum pitches for the game/week

After game:

- Both the home and away managers must sign the pitch count form at the end of the game. The pitch count form must also have the final score recorded. By signing the pitch count form, the managers are confirming the total pitches that night and required days rest for upcoming games.
- Pitch count forms are filed with the master log in the concession stand by the Board member working that night.

\*Home team for Machine Pitch games will be in charge of getting the machine to the field.

## **Article 4 – Tournament Play**

### **END OF SEASON TOURNAMENT**

At the discretion of the Board, the Local League may host an End of Season (EOS) tournament or Playoff. Playoffs will be at the end of the Spring Season, typically in May. The Local League Fall Season is more instructive and less competitive than the Spring Season; there are typically no playoffs during the Fall Season.

The EOS tournament will be held for each division (with the exception of tee-ball) culminating in a division champion. The playoffs conducted by the Local League shall be in accordance with the Rules and Regulations of Little League Baseball, Inc, and the Local League.

Teams shall play in a single-elimination playoff, which will be seeded according to winning percentage. If two or more teams end the regular season with identical winning percentages, the seeding shall be determined by the tie-breaking procedures below. If multiple teams are tied and any of the below procedures (utilized in order) reduces the tie to two teams, then the tie-breaking procedures will be applied to those two teams starting with head-to-head.

1. Head-to-head record between the teams in question. If more than two teams are tied, the head-to-head record is determined according to winning percentage in games played among the teams that are tied (even if the teams played an unequal number of games in the group)\*;
2. Team with the highest positive run differential during the regular season;
3. Fewest total runs allowed during the regular season; and,
4. If the teams are still tied after the above tiebreakers, a coin toss (if 2 teams) or a random draw (if 3 or more teams) will break any remaining tie.

Tournament brackets will be provided by the Local League's President and will be communicated to all managers prior to the start of the playoffs.

\*for example, if teams A, B, and C are tied at the end of the regular season, the first tiebreaker will require a comparison of Team A's winning percentage in games against B and C, Team B's winning percentage in games against A and C, and Team C's winning percentage in games against B and C.

## **Article 5 – All-Stars**

### **ALL-STAR SELECTION PROCESS**

The All-Star Season is separate from the regular Spring season. It is an opportunity for a higher level of play within the regional Little League system. Players must have a higher level of commitment to the League, will receive an intense level of instruction from the managers and coaches, and will have a chance to compete against other All-Star teams.

When it comes to All-Star teams, it is the intent of CCLL Board to field a team that will **best represent our League in competition and character**. CCLL believes that the process must be transparent and fair. The details of all selections shall be held in the strictest of confidence and remain private by any All-Star selection meeting participants.

All selection decisions regarding All-Star teams need to be made with the CCLL Board with District approved ideals in mind. Several characteristics permeate our selection process for players and managers for an All-Stars team

- Commitment – Each player must be willing to commit him/herself completely to the All-Star team and the schedule as set forth by the manager and tournament officials.
- Sportsmanship – Players must demonstrate respect and good sportsmanship for other players, coaches, umpires and league officials at all times, including taking a loss or defeat without complaint, a victory without gloating, and treat his/her opponents with fairness, generosity, courtesy and respect.
- Performance – Players must exhibit high levels of regular season performance and playing ability that will be recognized by managers and coaches.
- Parental Involvement (players only) – Parents/legal guardians and players are required to sign the CCLL League All-Star Commitment Letter before being considered for an All-star team to ensure a common understanding between parents, players, and managers of All-Star team participation requirements.

### Teams

CCLL strives to field All-Star teams based on levels of play each Spring season. Generally, the teams include: 6-8, 8-10, 9-11, and 10-12. A Seniors team may be established if there is enough interest from Senior team players in the Spring season. If enough players are not available for a given age group, or are not eligible, CCLL reserves the right to field teams based upon player availability.

All-Star player eligibility is based on:

- (1) meeting geographic boundary eligibility requirements or have an acceptable waiver (some waivers do not include All-Star eligibility)
- (2) participating in 60% of games during the regular Spring season

- (3) meeting League Age requirements for the team. The Board reserves the right to decide whether an 8-year old playing up in Minors during Spring season is eligible for 6-8 All- Stars. The decision will also be made whether a player playing up in Majors during Spring season will be eligible for 8-10 All-Stars.

Coaches and players selected to an All-Star/Tournament team are committing to a 3 to 4 week (possibly longer) intensive baseball schedule. The estimated timeframe is from June 1 through the mid-July. Managers, coaches and players selected can expect to practice five to seven times a week and to play multiple baseball games. Managers, coaches and players unable to meet this type of schedule should not choose to coach or play in All-Stars. During the All-Star application process, parents/guardians will need to indicate any summer camps, vacations, or other reasons a player would not be available for practice or tournament games.

Should a player fail to meet the commitment requirements, it is at the All-Star manager's discretion to penalize or remove the player from the team. Any disagreement between a parent and manager relating to a player's commitment will be escalated to the CCLL President and handled in conformance with CCLL Constitution and By-Laws.

The CCLL Board will make every effort to provide the league with any scheduling information as soon as it becomes available.

## **Player Selection**

Around the middle of the Spring season, managers will convene to provide a mid-season review and to discuss players they have seen that are exhibiting the ideals for All-Star participation. This will provide managers an opportunity to learn more about players that they may only see play a few times during the regular season.

All-Star teams will consist of 11-14 players, per Little League rules. All-Star managers will decide the official size of each team.

At the end of the Spring season, a list of all players who are eligible for All-Stars and have submitted the appropriate application will be compiled and distributed to managers. Prior to June 1<sup>st</sup> of each year, managers from the Spring season will meet for a draft. During the draft, managers will discuss each player candidate based on the characteristics listed throughout this document.

All-Star Managers are encouraged to select players from a cross-section of teams and based on the needs to compose a winning team. Managers will consider both positions and characteristics of players to fill a team together. If a player selected cannot participate in the All-Star season, or is removed from the team for any reason, the All-Star manager, with approval from the Board President, will determine a replacement.

The All-Star selection process and meetings are facilitated by the League President (who

is not eligible to manage an All-Star team unless approved by League District Administrator). The results (rankings, selection order, etc.), and manager deliberations about the prospective players, are strictly confidential. Board members and managers shall refrain from discussing any manager or player candidate rankings outside of nomination and selection committee meetings.

### **Manager Selection**

In accordance with Little League regulations, the President of the League nominates the All-Star managers and seeks approval by the Board.

During the mid-season review, managers interested in serving as an All-Star manager must notify the CCLL Board President.

All-Star manager Candidate selection criteria and eligibility, per Little League rules:

- All-Star managers shall be a rostered manager or coach during the regular season for the level they wish to manage.
- The League President may not serve as an All-Star manager or coach without approval from the District Administrator.
- *Selection as manager or coach does not guarantee inclusion of the manager's or coach's child(ren) on the team.* All eligible players must meet the criteria set forth in final eligible player candidate pool and must earn their right to participate based on merit.

Each All-Star manager will select his or her coaches (under Little League rules, two coaches are required for the team).