

Claremont American Little League Bylaws - 2017



NOTE: The Claremont Little League Bylaws shall be submitted to D20 before the start of each year for approval. These Bylaws should be reviewed yearly and changed as needed.

Submitted and approved by CLL Board and D20 on 02/15/2017
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MAJOR DIVISION DRAFT REGULATIONS

- 1) Every player who played in the majors the previous year must be drafted the following year.
- 2) All 12 year old players will be listed on a board and ALL players must be drafted by the end of the draft, unless the parent(s) sign a waiver. The waiver is completely at the discretion of the parent and has no bearing on anyone else's opinion of the player's ability.
- 3) The total number of 10-year olds allowed to be drafted into the Major Division will equal the total number of Major Division teams. All other conditions currently in place to draft a 10-year old player will still apply: must play a minimum of one year in the Minors first and the player must be drafted into the Major Division and cannot be brought up as a manager or coaches child unless there is a sibling involved and the board approves.
- 4) A 12 year old not playing Majors needs a parent/guardian waiver signed and on file with the Player Agent. In the event the parent/guardian refuses to agree to a waiver, the player must be placed on a Major team.
- 5) Managers may reserve their child only and will be slotted in the draft according to the consensus of all managers in the draft. The Major Division League Rep will arbitrate and direct this process. The Manager sibling slot(s) will be decided prior to the draft beginning. No Coaches pick will be allowed.
- 6) The draft shall be conducted in a serpentine manner until all slots are filled.
- 7) The draft order will be determined by the managers pulling numbers out of a hat, the same process will be used to determine the team names.
- 8) Should the Major Division Rep be a Major Manager, the President or Player Agent will arbitrate.
- 9) Trades must be concluded on draft night and with the approval of the Major Division League Rep, Player Agent and the President.

MINOR DIVISION DRAFT REGULATIONS

- 1) 12 year old players that are deemed not ready to play at the Major Division level, AND that player did not play at the Major Division the previous year shall be eligible to be drafted in the Minor Division. (with written approval from the District Administrator, and only if approved at the local league by the Board of Directors and the parent of the candidate (See Regulation V [a].)
- 2) Minors division should be made up of 9, 10, and 11 year olds. 12 year olds may be selected per item 1, listed above. An 8 year old can only be considered with approval of the Minor Division League Rep, Player Agent and the President.
- 3) Managers may reserve their child only and will be slotted in the draft according to the consensus of all managers in the draft. Minor Division League Rep will arbitrate and direct this process. The Manager sibling slot(s) will be decided prior to the draft beginning. No Coaches pick will be allowed.
- 4) The draft shall be conducted in a serpentine manner until all slots are filled.
- 5) The draft order will be determined by the managers pulling numbers out of a hat, the same process will be used to determine the team names.
- 6) Should the Minors Division Rep be a Minor Manager, the President or Player Agent will arbitrate.
- 7) Trades must be concluded on draft night and with the approval of the Minor Division League Rep, Player Agent and the President.

JV DIVISION DRAFT REGULATIONS

- 1) Managers may reserve their child only and will be slotted in the draft according to the consensus of all managers in the draft. JV Division League Rep will arbitrate and direct this process. The Manager sibling slot(s) will be decided prior to the draft beginning. No Coaches pick will be allowed.
- 2) The draft shall be conducted in a serpentine manner until all slots are filled.
- 3) The draft order will be determined by the managers pulling numbers out of a hat, the same process will be used to determine the team names.
- 4) Should the JV Division Rep. be a JV Manager the President or Player agent will arbitrate.
- 5) Trades must be concluded on draft night and with the approval of the JV Division League Rep, Player Agent and the President.

MAJOR AND MINOR DIVISION MANAGER APPLICATION AND SELECTION PROCESS

- 1) Major Manager Criteria/Requirements for eligibility will include:
 - a) Must have been a Manager or Coach at the Major League division in good standing and with good reviews – OR –
 - b) Must have been a Manager at the Minor League division in good standing and with good reviews – OR –
 - c) May apply to the Major League Rep. with a written application stating credentials and reason for wanting to manage.
- 2) Managers applying for a Major League team may not bring a 10 year old player up to the Major League unless he/she has an older sibling or relative already playing in the Major League who will be managed by this applicant. All other draft procedure rules regarding 10 year old players will also apply.
- 3) Major League and Minor League candidates must submit their intention to apply for a Managers position on or before December 20th of each year preceding the season. This notice should be emailed directly to the Major or Minor League Rep, respectively, and copied to the President.
- 4) Final screening of the applicants will be conducted by the appropriate League Rep. who will bring forth the list of all candidates and a recommended slate of managers to the Board to vote for approval. The President is the person that submits the names of the person's that he/she feels should be managers. If the President doesn't believe a candidate is qualified, he may remove the person from consideration.
- 5) Managerial candidates will be put forward by the League Reps to the Board as a slate of Managers to be approved. However, any member of the Board can ask to discuss a particular manager and ask for a vote without that particular manager.
- 6) The Board shall vote and approve the managers on or before January 1st, preceding each season and each try-out period.

CLL PROTESTS AND GRIEVANCE PROCEDURES

Grievance Procedure:

Should a complaint have anything to do with the treatment of a player, the matter should be directed to the Player Agent.

Anyone who has a concern or complaint about the behavior of a manager, coach, umpire, player or a spectator shall be first directed to report this concern or complaint to the Division League Representative. The Division League Representative is then responsible for:

- a) meeting with the complainant;
- b) gathering the information necessary to evaluate the veracity of and the weight that should be given to the concern or complaint;
- c) meeting with the individual against whom the concern or complaint was issued;
- d) deciding what, if any action should be taken; and
- e) shall file a brief written report of the concern or complaint and action(s) taken, if any, to the President of the Claremont Little League.
- f) At this point, the President will determine if further action is required.

In the event that further action is required, or a subsequent concern or complaint is filed with the Division League Representative against the same individual, the Division League Representative is required immediately to report this complaint to the President of the Claremont Little League Board. The President is then required to convene a meeting of the Grievance Committee. At the direction of the President, a Committee will be formed consisting of three CLL Board Members whom are not involved in the grievance.

The Committee, as part of its deliberations, may request that the Division League Representative, the President of the Board, and/or the individual against whom the complaint was filed, meet with them to share the information he/she has regarding the grievance. Following the Committee's deliberations, the chair of the committee is required to meet with the Board at the next scheduled Board meeting to present the case and to provide the recommended action(s) to be taken.

In the case where the offending individual is a current manager or coach, the Committee's recommended action(s) may include consequences up to and including the immediate termination of their term of service as the manager or coach of their respective team. The person that the grievance is against has a right to have his side heard in front of the Board at a designated Board meeting.

Protest Procedure:

When a protest is submitted through the proper channels and in compliance with Little League Green Book Rules, the Umpire in Chief (UIC) will receive and review the Protest. The UIC will confer with the Umpire Agency as to the facts of the protest. If the protest is not resolved as a result of failure to properly follow the Green Book reporting procedure, the UIC will select three Board Members to hear and issue a ruling on the Protest. The UIC can be part of the panel to hear the protest. If any Board Members are directly involved in the protest, or they have a child and/or sibling on the teams involved, they will be recused from participating in the protest process.

MANAGER PERFORMANCE REVIEWS

The Competition Committee shall be responsible for soliciting and reviewing evaluations of all managers and coaches at two points during each season – midway through the season and at the end of the season. The team parent for each team will be responsible for assisting in the dissemination of the Manager Evaluations via the Claremont Little League web page. The team parent, Manager and Coaches will encourage their team's parents to complete the twice annual evaluation form. These evaluations are to be considered confidential and forwarded to the Committee.

To facilitate the utilization of feedback by managers and coaches, each shall be provided with a copy of the evaluations submitted. In reviewing the evaluations, the Committee shall note any concerns expressed. If the concerns expressed are deemed problematic by the Committee, the committee shall meet with the manager or coach to address the concerns and seek input into a corrective course of action. The Committee may require and monitor specific behavioral measures on the part of a manager or coach in order for that individual to continue their term of service.

The Committee may also require that as part of the corrective action(s) that Managers or coaches involved in such grievances, choosing to return to service in the next following season, be subject to an interview by the Committee prior to their presentation to the Board for consideration of approval.

VOLUNTEER APPLICATION and PROCESS

The Board of the Claremont American Little League recognizes its obligation to provide a safe environment for all players and volunteers who participate in the activities organized, managed, sponsored and sanctioned by the league.

In its efforts to ensure a safe environment for all Little League participants, including players, volunteers and spectators, the Claremont American Little League Board supports the recommendations of the City of Claremont Sports Committee regarding the screening of all volunteers who directly supervise youth sports players. We have identified the following volunteer classifications/titles in our league to include:

- All managers and coaches
- All assistant coaches
- All team parents
- All division representatives and board members.

The screening process for all volunteers shall consist of a Little League volunteer application submission to First Advantage National Criminal File Database in accordance with Little League Inc. All volunteers will be required to complete a Little League Volunteer Application form and provide a copy of their Driver's License and Social Security Number to the Compliance Board Member (Juniors, Majors, Minors, JV, Farm and T-Ball) prior to opening day.

Failure to complete this process will cause the Compliance Board Member or Division League Representative to notify the volunteer that they cannot participate in any practices, games, opening ceremonies, or any other league sponsored events until such time the process is completed.

If the process is not completed by March 15th of each year, the Compliance Board Member or Division League Representative will notify the League President who will in turn notify the volunteer they can no longer volunteer their services to the league as a manager, coach, team parent or board member for the remainder of that regular and any post season or All-Star play.

Following the completion of the application and live scan process the Compliance Board Member will be notified of the back ground check results. This information is confidential and will only be available to the Compliance Board Member and shared with the league President.

In the event there is a criminal history return on a Volunteer Application submission from a volunteer manager, coach, assistant coach, team parent or board member the Compliance Board Member will review that information to determine if the criminal conviction falls within the league's pre-designated offenses that preclude persons from being a youth volunteer for Claremont American Little League.

If the conviction for the violation is not listed in the pre-designated list, the Compliance Board Member will not take any further action. If the violation is on the pre-designated list, the Compliance Board Member will immediately notify the league President who will in turn advise the youth volunteer that he or she cannot volunteer in the league because of the return data.

The LL background check needs to be completed before coaches are allowed to practice with the players. At minimum a verification that the volunteer is not on the sex offender database is required.

As an appeal process, the youth volunteer may appeal to the Compliance Board Member and the League President and demonstrate that the Volunteer Application return information is incorrect. The burden of proof that this information is inaccurate is the responsibility of the volunteer applicant, not the league or any of its officers.

There is no appeal process for anything other than incorrect criminal history information. Violations of the pre-designated offense list shall not be handled on a case-by-case basis.

A volunteer is either clear to volunteer because they have no previous criminal history, or they have a criminal history, but the offense(s) for which they have been convicted of are not contained in the league's pre-designated list. All others are precluded from volunteering in the league.

The following pre-designated offense violations are considered as automatic disqualifiers for any youth volunteer from Claremont American Little League.

- 1) All Felony convictions
- 2) Misdemeanor convictions that involve theft, embezzlement, fraud, forgery, weapons violations, assault, sex related offenses, possession of controlled substances, child endangerment/abandonment, and convictions for being under the influence of controlled substances.
- 3) Driving Under the Influence convictions. A conviction for driving under the influence, first time offense, will bar an individual from any of the league's volunteer positions for a period of 2 years from the date of conviction. A second conviction for driving under the influence will permanently bar an individual from holding any of the leagues volunteer positions.

ALL STAR MANAGER APPLICATION AND SELECTION PROCESS

The purpose of this selection process is to maintain or improve high quality managers and coaching staff to improve our chances of Claremont American Little League players succeeding on the field and as young men and women.

1. After the first half of the season, all eligible managers and coaches will be notified that CLL is accepting applications to for the positions of manager and/or coach for an All Star Team. Such notification will also be posted on the web-site and via email. The deadline for submission will be determined on an annual basis.
2. Applicants are to submit an application/resume to the League President and/or Division Rep for their respective team. All applicants must be a rostered manager and/or coach. In his/her submission, applicant should demonstrate strengths in the following areas by answering questions provided to them:
 - a. Knowledge of the game and rules
 - b. Time to dedicate to practice and play
 - c. Ability to communicate with the kids
 - d. Ability to communicate with the parents and the league AND each other
 - e. Play competitive All Star Tournament baseball
 - f. Represent the CLL and its family well
3. The following will be considered:
 - a. League Standings
 - b. Evaluations
 - c. Peer Evaluation
 - d. Board Discussion
 - e. Division Rep Recommendation
4. The Board will be given the opportunity to review all the applications. Exception: If a Board member is applying for an All Star Manager or Coach position, he/she will not review applications for same All Star Team. Each candidate will be discussed by the CLL Board at a set meeting. The Division Rep shall state the case for each candidate to be voted upon and make a recommendation for manager. The executive board will vote for a manager. Then the remaining applicants will be approved or not approved to be All Star Coaches.
5. The All Star Manager will be announced prior to the All Star Team draft.
6. The All Star Manager for each team will be able to select his/her coaches from previously approved candidates.
7. It is the position of the CLL Board of Directors that under the current coaching rules for Little League, Claremont may have a team made of up to 14 players. It will be at the discretion of the All Star Manager whether or not to take a 14th player.
8. Should a player be injured or ruled ineligible for reasons that cannot be remedied, the manager of such team shall contact the Player Agent and the player with the next highest votes will be placed on the team after determining the length of the injury and the prospects for said player to return to the team.

ALL STAR PLAYER SELECTION PROCESS

The league's goal is to put forth the most competitive team for each age group. In doing so, history has demonstrated it is preferable to have all teams formed at the highest age group, and players to play to their age - 12's, 11's, 10's and 9's. This maintains the integrity of each age group and prevents depleting the lower age teams of quality players.

- 1) Claremont Little League may assemble the following All Star Teams:
 - Seniors Team: league age 15 and 16 year olds
 - Juniors Team: league age 13 and 14 year olds
 - 11/12 Team: league age 11 and 12 year olds
 - 10/11 Team: league age 10 and 11 year olds
 - 9/10 Team: league age 9 and 10 year olds
 - 8/9 Non Sanctioned Team: league age 8 and /or 9 year olds
- 2) The Player Agent will distribute player ballots and give instructions to all players eligible for All-Stars prior to the end of the regular season.
- 3) A draft meeting will be held for each age division/All-Star team.
- 4) The top five players receiving the most votes through the player ballot voting for each All Star team age division will be placed on the board for consideration
- 5) Each manager will nominate players from his/her team. Managers from other divisions with appropriate age players who wish to nominate a player should attend the applicable draft meeting to promote their player.
- 6) Included in the discussion should be statistics and specific, objective data to support the promotion of the player. In addition, managers should take into account positions to be filled, which players would best complete the team, team chemistry, sportsmanship and the work ethic of the player.
- 7) The managers will then vote on whether that player should be placed on the board for consideration.
- 8) Once all players have been voted on by the committee, the attending managers will be excused from the meeting.
- 9) The All-Star Manager will make the final selections from the list of players being considered while overseen by the Player Agent, President and Division Representative.
- 10) Presiding board members in attendance should recuse themselves from participation if they have a player being promoted for an All-Star team slot. The Umpire in Chief or another appropriate stand-in can be asked to participate should there be a conflict of interest.
- 11) The selected All Star Manager reserves the right to add a thirteenth player to the team.
- 12) If a manager is unable to attend, a designated team representative may be sent on behalf of the manager.

The All Star teams will be released by the league in compliance with Little League Inc. and D20.

CLAREMONT AMERICAN LITTLE LEAGUE POOL PLAYER POLICY

What is this? A pool of players from existing regular season teams 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 divisions. The Pool Players will be managed and run by the league's Player Agent (Green Book, P. 41).

Steps to Obtain a Pool Player:

- 1) Determine that you are in need of a player to abide by Rule 4.17 which states that a game cannot be played with less than 9 rostered players.
- 2) Contact the league Player Agent and ask for a Pool Player. ONLY the Player Agent can assign a Pool Player to a team. Give as much notice as possible for the Player Agent to obtain a Pool Player for assignment. NOTE: Managers and/or coaches do not have the right to randomly pick and choose players from the pool within their divisions (Green Book, P. 41).

Little League Rules for Pool Players:

- 1) Assigned Pool Player must be obtained through the Player Agent only.
- 2) Assigned Pool Player cannot play the position of pitcher.

Local Rules for Pool Players:

- 1) Assigned Pool Player will take the defensive position in the outfield only.
- 2) Assigned Pool Player will bat last in the lineup. EXCEPTION: If a team member arrives late to the game, that player will be placed last in the batting order (Green Book, Rule 4.04/NOTE 2). The Pool Players that are called and show up at the game site must play at least nine consecutive outs and bat once (Green Book, P. 41).

Pool Players Obtained Improperly:

- 1) If a manager obtains a Pool Player improperly, that manager will be suspended for his/her next regularly scheduled game.
- 2) Any Pool Player that is not obtained properly should be considered an ineligible player and the opposing manager can protest the game base on that. See Green Book Rule 4.19.

DISTRICT 20 JUNIOR DIVISION RULES 2017



The following modifications of Little League Baseball Official Regulations and Playing Rules have been adopted as "Local Rules" for the District 20 Junior Division.

1. **A Non Team-affiliated Board Member from the host league must be on duty for each and every game.**
2. ROSTERS: 1. No team will be permitted to play unless their roster has been turned in 1 week prior to first game. No player will be permitted to play that does not appear on that roster. Players may be added to the roster, but this must be done in writing and received by the District, 24 hours prior to that player taking the field.
3. Lineups will be exchanged before the game and will list the players' first and last names, uniform numbers, and starting positions. The Official scorekeeper will be notified of defensive changes by the managers. The Official Pitch Counter will be notified of all pitching changes and advised of the age of the incoming pitcher.
4. Teams will bat the entire line up and have free defensive substitution. Per Green Book, losing a player for any reason will not result in a team losing an out in the batting order. Mandatory play must be met.
5. Home team is responsible for supplying baseballs and 2 umpires for each game.
6. Game times will have a time limit of "no new inning" to start after two hours, fifteen minutes (2:15) after the scheduled game time. No drop dead time. Once an inning is started, it must be completed. The Umpire may overrule this in case of darkness, in which the score will revert back to the previous completed inning. (If the game is not a regulation game, then the game will continue until it is regulation - 5 innings or 4 ½ if home team is ahead)
7. A Maximum of 3 adult coaches (Manager + up to 2 coaches) are allowed before and during the game. These 3 coaches should be listed on the lineup card exchanged at the plate meeting. Once adult must remain in the dugout once the game has started. If a manager or coach is ejected, he is not replaceable and you must play with one less coach. If he was the only coach, the game must be suspended until a later date.
8. Mercy Rule in effect: 10 runs or more after 5 innings.
9. Pitch Count: The home team is responsible for keeping the Official scorebook and visiting team is responsible for tracking the pitch count of record. It is recommended that both teams keep track and verify after each inning. Managers must sign the pitching affidavit after each game has concluded. This affidavit must accompany the team to each venue and must be presented before the start of the next game. Penalty for not having an affidavit, an incomplete affidavit, or a questionable affidavit is that the violating team must use one pitcher per inning maximum. An inning is defined as when a pitcher takes the mound and delivers a pitch, whether to start or finish the inning, regardless of the number of pitches thrown. (i.e. Three 15 yr old pitchers, each throwing only 1 pitch in one inning would exhaust your limit of 15 yr old pitching for that game.)
The use of an ineligible pitcher will result in an automatic 2-game suspension for the manager. The second offense will result in a minimum penalty of another 2-game suspension and loss of Tournament eligibility.

10. Fifteen Year Olds Playing Juniors: 15 years old players are allowed but may not pitch more than three innings. This is an age inning maximum, meaning no combination of 15 year old pitchers may exceed three innings. An inning is defined as when a pitcher takes the mound and delivers a pitch.
11. Manager/Coach/Player Ejections: The penalty for a manager ejection is immediate removal and a one game suspension the next game for that person. The ejected person is not allowed at the venue for his next scheduled game. Please make note in the scorebook of the ejection. It is the responsibility of the manager and/or Division Rep to notify District 20 personnel of any ejections. The penalty for not notifying the proper personnel is an additional game suspension or suspension of the Manager.
12. Rainouts: Please contact the opposing Manager as soon as possible to let them know of the cancellation. Presidents will work out the rescheduling. Notify District personnel so that the schedule/website can be updated. If the game is not rescheduled within 7 days, D20 will schedule the game.
13. Pool Players- Only rostered players are allowed to serve as Pool players and must be assigned by the Player Agents. Pool players must wear their own team uniform and are not allowed to pitch or catch. They will bat last in the lineup and play an outfield position only. Pool players are required to play a minimum of 3 innings and once requested are not permitted to be asked to leave.
14. The final round of games against the other D20 teams will be used to calculate a D20 T.O.C. Champion.

There will be NO GENTLEMEN'S AGREEMENT to modify ANY rules.

Junior rules are subject to change at the D20 Junior meeting.

MAJORS DIVISION – LOCAL RULES

*Based upon Local Rules on file with Western Region Little League Headquarters
San Bernardino, California*



The following modifications of Little League Baseball Official Regulations and Playing Rules, Minor League Divisions, have been adopted as “Local Rules” for the MAJORS Division of Claremont American Little League:

1. Regulation III, paragraph (d) specifies procedures for the loss of a player from a team. Under the local rules, a manager must advise the Player Agent and League Representative of the possible or actual loss of a player immediately, but in no case later than at the conclusion of the second consecutive game absence of the player.
2. Each player shall play a minimum of nine defensive outs. Teams will bat their entire roster of players consecutively throughout the game. Players arriving late must be placed last in the batting order (Regulation IV (i) and Rules 3.03 and 4.04).

A violation of this local modification cannot result in a protest. If the violation resulted solely because the game ended before six (6) complete innings, compliance is excused and there is no violation or penalty. If the violation resulted from intentional or negligent disregard of this regulation by the manager, the affected player shall start the next game and the manager shall be disciplined in the manner provided in Regulation IV (i).

3. A manager or coach may not warm up a pitcher at any time in the bullpen. At home plate; between innings when the catcher cannot be immediately ready to take warm-up throws, the defensive team will provide a bench player, with a regulation catcher's helmet and glove to warm up the pitcher (Rule 3.09 is in reference to proper equipment used by a player).
4. A team may have a total of three (3) adults in the dugout area and at least one of which must remain in the dugout whenever there is a player in the dugout (Rule 4.05 Paragraph (1)). **(FIELD #1 Dugouts requires 1 Coach at bottom of Stairs AT ALL TIMES)**
5. No new inning shall start after two hours (2:00) from the start of the game and there will be no drop dead time and shall be played in accordance with Rule 4. Exception: All games on Field #1 and Field #2 must end at 8:55pm.
6. The ten run rule per Green Book will be in effect for the entire season.
7. A maximum of one (1) offensive time out is allowed per inning (Rule 5.10 (d)).
8. Illegal pitches will be called (Rule 8.05).

NOTES ON RULES:

- A. In the event of injury to a player, the umpire(s) shall stop play immediately. After the injured player has been tended to, the umpire(s) shall authorize the scoring of such runs and send runners to such bases as is deemed to be the most likely outcome of the play.
- B. National Little League has adopted the following:
 - No on-deck circles will be allowed on Little League fields
 - No head first slides (unless diving back to a base)

- C. The umpire will not be able to call the “stealing and relaying of signs” as unsportsmanlike conduct (Rule 9.01 (d) NOTE).
- D. Rule 6.02 (c) Local League Option for batter to have one foot in the batters box WILL NOT BE USED throughout the season.

MINORS DIVISION – LOCAL RULES

*Based upon Local Rules on file with Western Region Little League Headquarters
San Bernardino, California*



The following modifications of Little League Baseball Official Regulations and Playing Rules, Minor League Divisions, have been adopted as “Local Rules” for the MINORS Division of Claremont American Little League:

1. Regulation III, paragraph (d) specifies procedures for the loss of a player from a team. Under the local rules, a manager must advise the League Representative of the possible or actual loss of a player immediately, but in no case later than at the conclusion of the second consecutive game absence of the a player.
2. Substitute players will play alternate innings in the field. No player will sit out more than one inning in a row (Rule 3.03 and 4.04).
3. Teams will bat their entire roster of players consecutively throughout the game. Player(s) arriving late must be placed at the end of the batting order (Rules 3.03 and 4.04).
4. A manager or coach may not warm up a pitcher at any time in the bullpen. At home plate; between innings when the catcher cannot be immediately ready to take warm-up throws, the defensive team will provide a bench player, with a regulation catcher’s helmet and glove to warm up the pitcher (Rule 3.09 is in reference to proper equipment used by a player).
5. Two (2) adult base coaches are allowed. A team may have a total of three (3) adults in the dugout area and coach boxes (Rule 4.05 Paragraph (1)). **(FIELD #1 Dugouts requires 1 Coach at bottom of Stairs AT ALL TIMES)**
6. No new inning shall start after one hour and fifty minutes (1:50) from the start of the game and there will be no drop dead time and shall be played in accordance with Rule 4. Exception: All games on Field #1 and Field #2 must end at 8:55pm.
7. A maximum of one (1) offensive time out is allowed per inning (Rule 5.10 (d)).
8. When a team has scored five (5) runs in its half of the inning, three (3) offensive players shall be deemed to have been legally put out. That team shall then take the field and the opposing team becomes the offensive team (Rule 5.07).
EXCEPTION: If a 6th inning begins on or before one hour and fifty minutes (1:50), there will be no run limit. Half innings in the 6th will continue until 3 offensive players have been deemed to have been legally put out.
9. No illegal pitches will be called (Rule 8.05). This only applies to the first half of the season.

NOTES ON RULES:

- A. In the event of injury to a player, the umpire(s) shall stop play immediately. After the injured player has been tended to, the umpire(s) shall authorize the scoring of such runs and send runners to such bases as is deemed to be the most likely outcome of the play.
- B. No twelve (12) year old can pitch in the Minor Division.
- C. National Little League has adopted the following:
 - No on-deck circles will be allowed on Little League fields

- No head first slides (unless diving back to a base).
- D. The umpire will not be able to call the “stealing and relaying of signs” as unsportsmanlike conduct (Rule 9.01 (d) NOTE).
- E. Rule 6.02 (c) Local League Option for batter to have one foot in the batters box WILL NOT BE USED throughout the season.

JV DIVISION – LOCAL RULES

*Based upon Local Rules on file with Western Region Little League Headquarters
San Bernardino, California*



The following modifications of Little League Baseball Official Regulations and Playing Rules, Minor League Divisions, have been adopted as “Local Rules” for the JV Division of Claremont American Little League:

1. Regulation III, paragraph (d) specifies procedures for the loss of a player from a team. Under the local rules, a manager must advise the League Representative of the possible or actual loss of a player immediately, but in no case later than at the conclusion of the second consecutive game absence of the a player.
2. Nine (9) players can be on the field defensively. Three (3) of the players must be placed in the outfield equally spaced on the grass. All outfield players must be at least **ten** feet off the infield dirt. A legal game may be played with nine (9) players, including three (3) outfielders.
3. Substitute players will play alternate innings in the field. No player will sit out more than one inning in a row (Rule 3.03 and 4.04).
4. Teams will bat their entire roster of players consecutively throughout the game. Player(s) arriving late must be placed at the end of the batting order (Rules 3.03 and 4.04).
5. A manager or coach may not warm up a pitcher at any time in the bullpen. At home plate; between innings when the catcher cannot be immediately ready to take warm-up throws, the defensive team will provide a bench player, with a regulation catcher's helmet and glove to warm up the pitcher (Rule 3.09 is in reference to proper equipment used by a player).
6. Two (2) adult base coaches are allowed. A team may have a total of three (3) adults in the dugout area and coaches boxes (Rule 4.05 Paragraph (1)). **(FIELD #1 Dugouts requires 1 Coach at bottom of Stairs AT ALL TIMES)**
7. No new inning shall start after one hour and forty five minutes (1:45) from the start of the game unless the game has not been completed (Rule 4.10(e). In that case, the game can be extended for an additional fifteen minutes to complete the game. If after two hours of play and the game has not been completed in accordance to Rule 4.10(e) the game will be suspended. Both managers will be required to notify the Division Rep so that the game can be re-scheduled and completed. Exception: All games on Field #1 and Field #2 must end at 8:55pm.
8. When a team has scored five (5) runs in its half of the inning, three (3) offensive players shall be deemed to have been legally put out. That team shall then take the field and the opposing team becomes the offensive team (Rule 5.07).
9. The infield fly rule will not be called. Infield fly balls must be caught to be an out (Rule 6.05 (d)).
10. (a) In the first half of the season, base runners may advance on a wild pitch, passed ball or by stealing, up to third base. From third base, runners must be advanced by a batter who puts the ball in play by hitting it. There shall be no stealing of home.

(b) In the second half of the season, base runners may advance on a wild pitch, passed ball or by stealing, including home plate. From third base, runners may be advanced by a batter who puts the ball in play, wild pitch, passed ball or overthrow (Rule 7.13).

11. No breaking pitches are allowed to be thrown, and will be enforced by the umpire (Rule 8.02).
12. No illegal pitches will be called (Rule 8.05).
13. A player that receives a base on balls can only advance one (1) base. Immediately after receiving the base on balls the runner may advance when: an errant throw is made to any position by any player, or if a "pick off" throw is attempted, or after the first pitch to the new batter is made.
14. Play stops when the pitcher receives the ball on the mound (within the dirt circle of the mound). Base runners will be sent back to the base they were running from if they are not more than halfway to the next base when the pitcher receives the ball on the mound.
(NOTE) The runner cannot advance when the pitcher has control of the baseball and has both feet inside the dirt circle of the mound. (Rules 5.02 and 7.01).

NOTES ON RULES:

- A. In the event of injury to a player, the umpire(s) shall stop play immediately. After the injured player has been tended to, the umpire(s) shall authorize the scoring of such runs and send runners to such bases as is deemed to be the most likely outcome of the play.
- B. National Little League has adopted the following:
 - No on-deck circles will be allowed on Little League fields
 - No head first slides (unless diving back to a base).
- C. The umpire will not be able to call the "stealing and relaying of signs" as unsportsmanlike conduct (Rule 9.01 (d) NOTE).
- D. Rule 6.02 (c) Local League Option for batter to have one foot in the batters box WILL NOT BE USED throughout the season.

FARM DIVISION – LOCAL RULES

*Based upon Local Rules on file with Western Region Little League Headquarters
San Bernardino, California*



The following modifications of Little League Baseball Official Regulations and Playing Rules, Minor League Divisions, have been adopted as “Local Rules” for the Farm Division of Claremont American Little League:

1. Regulation III, paragraph (d) specifies procedures for the loss of a player from a team. Under the local rules, a manager must advise the league representative of the possible or actual loss of a player immediately, but in no case later than at the conclusion of the second consecutive game absence of the a player. No score will be kept.
2. Ten (10) players can be on the field defensively. Four (4) of the players must be placed in the outfield equally spaced on the grass (no rover). All outfield players must be at **least ten feet off the infield dirt**. A legal game may be played with nine (9) players, including three (3) outfielders, if ten (10) players are not available.
3. Substitute players will play alternate innings in the field. No player will sit out more than one inning in a row (Rule 3.03 and 4.04).
4. Teams will bat their entire roster of players consecutively throughout the game. Player(s) arriving late must be placed at the end of the batting order (Rules 3.03 and 4.04).
5. Two (2) adult base coaches are allowed. A team may have a total of three (3) adults in the dugout area and coach boxes (Rule 4.05 Paragraph (1)). **(FIELD #1 Dugouts requires 1 Coach at bottom of Stairs AT ALL TIMES).**
6. No new inning shall start after one hour and thirty minutes (1:30) of play in a given game. Three and a half innings constitutes a complete game (Rule 4.10 (e)). There will be a drop dead time of one hour and forty-five minutes (1:45).
7. When a team has completed five (5) runs in its half of the inning, three (3) offensive players shall be deemed to have been legally put out. That team shall then take the field and the opposing team becomes the offensive team (Rule 5.07). No official score will be kept.
8. The infield fly rule will not be called. Infield fly balls must be caught to be an out (Rule 6.05 (d)).
9. A pitched ball is considered dead unless the batter puts the ball in play by hitting it. There shall be no base stealing (Rule 7.13).
10. Play stops when the pitcher receives the ball on the mound (within the dirt circle of the mound). Base runners will be sent back to the base they were running from if they are not more than halfway to the next base when the pitcher receives the ball on the mound (Rules 5.02 and 7.01).
11. **PITCHING – See attached Addendum A.**

NOTES ON RULES:

- A. In the event of injury to a player, the volunteer umpire(s) shall stop play immediately. After the injured player has been tended to, the volunteer umpire(s) shall authorize the completion of such runs and send runners to such bases as is deemed to be the most likely outcome of the play.
- B. Volunteer umpires are encouraged to utilize a generous strike zone when calling strikes for the farm division.
- C. Manager and coaches may not be on the infield to provide instruction during the game(s) except when pitching (Regulation VIII (d)). One coach may be in the outfield to assist with instruction during the game.
- D. In the first half of the season, batters are allowed to advance one base on a hit. All runners may only advance one base at a time. **(NOTE)** In the first half of the season, if a batter hits to the outfield, then two bases can be taken at the coach's discretion. In the second half of the season, more than one base can be taken on a hit.
- E. Sliding is only allowed in the second half of the season.

Addendum A – Machine Pitch The Entire Season

During the season, a pitching machine will be used and each player will get “**at most**” 4 pitches or can work a foul ball on the last pitch until in play or the batter swings and misses the ball. There will be no walks. A coach will be designated as the official umpire for the game.

T-BALL DIVISION – LOCAL RULES

*Based upon Local Rules on file with Western Region Little League Headquarters
San Bernardino, California*



The following modifications of Little League Baseball Official Regulations and Playing Rules, Minor League Divisions, have been adopted as “Local Rules” for the T-Ball Division of Claremont American Little League:

1. Bases are fifty feet apart. “Pitcher” will stand on pitching mound but will not pitch live balls.
2. Games are one hour and fifteen minutes (1:15). Game ends at this point regardless.
3. Teams must field a minimum of eight players at game time and no more than ten. If there aren’t enough players, try to play the game by borrowing players from the opposing team.
4. Home team provides a run counter, game ball and umpire. Score will not be kept for this noncompetitive division.
5. All players must play at least every other inning in the field. A player who has not played three innings in the field must start the next game. Players may not play more than two innings at the same position in the same game. Each player must play infield at least one inning per game. Catcher is not considered an infield position.
6. The first half of the season the entire batting order will bat, regardless of outs or runs each inning. After the last batter in the order has hit, change the offense to defense. The second half of the season will be coach pitch. A maximum of 5 pitches will be thrown. If the player has not hit after five pitches, the tee will be used. The batter may take as many swings necessary to put ball into play. There will be 3 outs or a maximum of seven (7) runs per inning. Once the seventh run has scored, change the batting team to defense.
7. No infield fly rule shall be used in T-Ball. No score will be kept.
8. Players throwing bats while batting will be given two cautions by the volunteer umpire. The third time a bat is thrown, the batter is removed from game. After the second half of the season, this will be considered an out.
9. No base stealing or sliding.
10. Runners cannot leave base until the ball is hit from the tee. **VIOLATION** – Runner must go back to the base and NO runner may advance (dead ball). Batter hits again.
12. Two (2) adult base coaches are allowed. A team may have a total of three (3) adults in the dugout area and coach boxes (Rule 4.05 Paragraph (1)). **(NOTE)** Coaches cannot touch runners while they are running the bases. **VIOLATION** – Runner must return to the last base touched when violation occurs out. Other runners may advance.
12. Free substitution. Everyone bats whether they played in the field or not. If a player arrives late for a game, he or she must be placed in the last position in the batting order. (This could put the late arrival up next to bat.)
13. When the ball is in play and is overthrown (beyond the field boundary lines) or is blocked, awarded bases will be determined by the position of the base runner at the time of the infraction. The ball is dead. In all cases where a thrown ball goes into a stand of spectators, goes over, through or under any fence surrounding the playing field, hits any person or object not engaged in the game, goes into the players’ dugout (including bats laying near

- such benches); whether the ball rebounds into the playing field or not, each and every base runner will be awarded one base.
- A. When the first throw is made by an infielder, the volunteer umpire/coach, in awarding a base, will be governed by the position of each runner at the time the ball was hit from the tee.
 - B. When the throw is made by an outfielder or is the result of any succeeding play or attempted play, the two base award will be governed by the position of each runner and the last base touched at the time the final throw was made. If two runners are between the same bases, the award is based on the position of the lead runner.
14. Runners cannot advance past the base they were running to once the ball and the pitcher are back in position on the pitching mound. To assist the volunteer umpire/coach, the following should help him in his judgement:
- A. When a runner is past half way (between bases), they have the option to go back to the previous base or try advancing.
 - B. When a runner is before half way (between bases), he or she must return to the last base touched.
15. **USE OF THE TEE:** When a batter is hitting off the tee, the pitcher must stay in contact with the pitching rubber (or in the middle of the circle in the absence of a rubber) until the ball is hit.
- A. **FOUL BALL:** Same as conventional baseball; except a ball hit from the tee travels less than ten feet in fair territory from home plate.
 - 1. The arc ten feet from home plate shall be drawn from the first base line to the third base line. A ball landing in the arc in front of home plate is not considered in play.
 - B. **NO BATTER CAN STRIKE OUT.** Keep hitting until the ball is fair and in play.
16. Managers/Coaches are responsible for their own actions and behavior of the parents on the sidelines. **ANYONE** may be dismissed from the game by the volunteer umpire/coach for unsportsmanlike conduct.
17. Ten (10) players can be fielded on each team. Six (6) players must be in the infield territory and four (4) in the outfield. Outfielders must stand/start at least five feet from the infield base line at the time the ball is hit from the tee.
- A. Volunteer umpire will not start play until outfielders are in place.
 - B. One coach is permitted in the outfield during the game to position players.
18. **CATCHER:** Protective headgear (catcher's helmet, chest protector and mask) shall be worn at all times when in the catcher's position. The catcher will stand facing the batter at a safe distance away before the umpire/coach allows a swing to be taken.
19. Protective headgear (helmets) shall be worn by all batters and base runners.
20. **All players** shall be attired in the uniform of the League, which includes long pants.