

CCLL BYLAWS

SECTION 1: GENERAL INFORMATION

A. PURPOSE. These Bylaws, consisting of official Chico Central Little League Regulations, are designed to supplement the Little League Baseball Operating Manual. They are intended to assist the directors, league officials, and managers in the efficient operation of the league. These bylaws apply to all members of Chico Central Little League. These bylaws serve as a supplemental resource to the Chico Central Little League Constitution, the Little League Rule Book, and the Little League Operating Manual, all of which take precedence over these bylaws.

B. DISTRIBUTION. A copy of the bylaws will be made available to all members of the league and the public on the league's website.

C. MAINTENANCE. It shall be the responsibility of the League Secretary to keep a record of all amendments made to these bylaws and to ensure that the league website copy is current.

D. DISTRIBUTION TO MANAGERS AND COACHES. Each Division Advisory Commissioner shall be responsible for ensuring that the managers in his division are familiar with those portions of the bylaws relevant to that division. Division Advisory Commissioners of the Senior, Junior, Intermediate (50/70), Major, and AAA Minor divisions shall hold a meeting of their respective managers to distribute policy books and to review the relevant sections.

E. AMENDMENTS. All provisions herein are subject to amendment by the Board of Directors at any time, except that no deviation from the rules and regulations shall be permitted between the first game of each season, until the final game of each season. It shall be the responsibility of the Board of Directors to review the policy book during the fall and to consider amendments and additions proposed by a by-laws revision committee or by the Board members at-large.

F. LEAGUE BANKING. The President, Treasurer, and Concession Manager will be signatories on the CCLL Checking Account, and each will have a league debit card.

SECTION 2: TEAM AND LEAGUE PERSONNEL

A. MANAGERS AND COACHES

Appointment. The Advisory Commissioner shall be responsible for nominating a manager for each team in his/her division. The President has the authority to appointing managers with the concurrence of the Board in accordance with the following procedures.

- Prospective Managers must fill out a volunteer form.
- Prospective Managers shall interview with a CCLL Board Subcommittee.
- The Advisory Commissioner shall nominate a set of managers for the teams in his/her division and the President shall consider those nominations as he makes appointments.
- The president shall submit his/her appointments to the Board no later than January 31, and the Board of Directors shall vote, by secret ballot, on each manager. In the event a

candidate fails to receive a majority of the votes cast, the President shall appoint a new manager and the Board shall again vote on his/her choice.

- The Board may attach conditions to the approval of any manager, and the Advisory Commissioner shall prepare a letter to such manager which informs him/her of the conditions to which his/her appointment is subject. A copy will be given to the Secretary for his/her files.

Manager Responsibilities

- Managers of the AAA Minor, Major, and Junior divisions may submit names of two game-day coaches to the Advisory Commissioner for nomination to the President. The President may make these coaching appointments, subject to approval by the League's Board of Directors.
- Training. All managers are required to attend (1) all meetings scheduled by the Advisory Commissioner and (2) any rules interpretation seminars scheduled by the Umpire-in-Chief.
- Department.
- One Manager and only two league approved volunteers will be permitted in the dugout and field for all regular season, and end of season tournament games at the AAA Division and above. One manager and up to three league approved volunteers will be permitted in the dugout and field for all regular season and end of season tournament games at the AA Division.
- One adult and one player base coach is allowed in the coaching box in the majors division. One adult base coach and one player accompanied by another coach is permitted in the coaching box in the AAA division so long as at least (1) league authorized volunteer is in the dugout at all times.
- Two adult base coaches are permitted in the coaching box in the intermediate, junior, and senior divisions so long as at least (1) adult manager, coach or league authorized volunteer is in the dugout at all times.
- A manager or coach shall not leave the dugout before he/she receives time out from an umpire.
- The use of tobacco, alcoholic beverages, or abusive language is prohibited on the playing field. Its usage will result in the immediate ejection of the offender.
- All managers and coaches are expected to conduct themselves in a sportsmanlike manner at all times, regardless of the adverse circumstances in which they may find themselves.
- Managers and coaches are expected to dress appropriately at all games, including wearing a sleeved shirt (no tank tops), team cap, long pants or hemmed shorts, and shoes (no sandals or flip flops).
- All managers and coaches are subject to disciplinary action from the Advisory Commissioner, the President and/or the Board of Directors. The punishment may range in severity from a verbal reprimand to suspension from the league.
- Equipment. All managers are personally responsible for the uniforms (when applicable) and equipment issued to their team.
- Managerial Obligations.
- The manager shall appoint a team parent and team scorekeeper.

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- In AA Division and above, the manager shall require each boy to wear a protective cup, and shall ensure that the catcher wears an athletic supporter, a protective cup and a throat protector.
- The manager shall be required to attend tryouts
- The manager shall be required to hold practices in accordance with these bylaws.
- The manager shall observe the minimum playing time rules outlined in these bylaws.
- The manager shall observe and respect CCLL League Goals in accordance with Section 1

B. UMPIRES

Appointment.

All umpires shall be recruited by the Umpire-in-Chief and appointed by the President, subject to the approval of the Board of Directors and background checks.

Training and Scheduling.

All umpires shall attend training sessions as scheduled by the Umpire-in-Chief.

Evaluation.

The Umpire-in-Chief shall evaluate the performance of all umpires in order to make recommendations concerning their retention for the following season.

Department.

All umpires will conform to the dress code established by the Umpire-in-Chief. The use of tobacco, alcoholic beverages, or abusive language is prohibited on the playing field, on the benches or in the dugouts.

Suspension/Ejections from game.

The umpire shall inform the Umpire-in-Chief immediately following the game, and shall file a written report within 24 hours after the end of a game regarding all violations of rules and other incidents worthy of comment, such as the disqualification of a manager, coach or player, or the forfeiture of any game.

Hearing.

After receiving the umpire's report, the President shall require the manager, coach or player to appear before at least three members of the Board and explain his/her conduct.

Player Hearing.

In the case of a player, the manager shall appear with the player to serve as an adviser. The Player Agent shall also serve as a member of the committee if a player is involved.

Misconduct. All managers, coaches, players and parents are subject to disciplinary action from the Advisory Commissioner, the President and or the Board of Directors. The punishment may range in severity from a verbal reprimand, suspension or termination from the League in accordance with Little League Rules. This includes removal from a game by an umpire.

Game Involving Umpire's Child.

It is recommended that an umpire not officiate in a game in which his child is involved unless the approval of both managers is obtained in advance. Once such approval is obtained, the fact that the game was umpired by such parent cannot be the basis for any appeal or process.

Umpire Schedules.

The Umpire-in-Chief shall schedule all umpire game assignments.

Replacements.

Once assigned, it shall be the responsibility of an umpire to obtain his own qualified replacement.

Sign Scorebook.

The umpires for each game shall sign the official scorebook and pitch count log, and will report to the UIC, as a condition for successfully umpiring a game.

C. SCOREKEEPERS.

Appointment.

Each manager shall appoint a team scorekeeper from among the parents or other supporters of his/her team.

Substitutes.

The team scorekeeper shall be responsible for keeping score of all of his or her team's games or finding a qualified substitute.

Rules and Procedures.

The scorekeeper shall follow all rules and procedures established by the league in keeping the official logbook.

SECTION 3: LEAGUE ORGANIZATION

A. LEAGUE DIVISIONS

Divisions.

Chico Central Little League will ordinarily consist of the following divisions: Senior, Junior, Intermediate, Major, AAA Minor, AA Minor, Farm and T-Ball.

Review of Division Sizes.

The Board will meet immediately after sign-ups and before tryouts to determine the number of teams to be formed in each division. The Player Agent will advise the board in this matter.

League-wide Re-Draft.

All Divisions that draft (Senior, Junior, Intermediate, Major, or AAA Minor) will utilize the re-draft option each season.

B. TEAM SIZES.

The Board of Directors will consider the number of players on each team at the same time it reviews the number of teams in each division.

Number of Players.

Each team will ordinarily consist of 12 players. In no case, except for Rookie, shall any team have more than 13 players. The lowest Division teams (T-Ball and Farm) may have less than 12 to accommodate more personal instruction.

Review of Team Size.

The Board may adjust the number of players on each team after the end of tryouts if the number of sign-ups and availability of facilities so dictate.

C. SPECIAL LEAGUE RULES.

In addition to the following rules which shall apply to the designated divisions, the following special rules apply to all divisions:

General Rules.

- If there is no umpire for a game, then the two managers shall decide who shall umpire a game. In the event the two managers cannot agree, then both teams shall suffer a forfeit loss. The home team is responsible for field preparation and for keeping score. If a team

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has to forfeit, both teams should still play a scrimmage, lending players where appropriate.

- The visiting team must clean up the stands and groom the field after the game.
- For record-keeping purposes, a forfeit shall be assessed against a team which fails to field nine players within ten minutes after the scheduled start of the game. But in all instances, the teams should lend players so that a scrimmage can be played.

Intermediate (50/70), Juniors, and Seniors (Age 13-16)

- See Little League Rule Book

Major Division. (Age 10-12).

- The 10-run rule will be used. See Little League Playing Rules.
- A team's time at bat shall consist of 3-outs.
- Majors division uses continuous batting order for regular season play.
- Post season tournament play will be a nine player batting order, with each player having a minimum of six consecutive defensive outs and (1) at bat, per Little League regular season rules.
- A batter may advance on a dropped third strike during the regular season and CCLL post-season tournament play.
- All nine-year-olds are excluded from CCLL Majors Division.
- Player Pool. At the start of the regular season, the Player Agent will ask each Major Division manager to provide a list of League Age 12 players willing to participate in the Player Pool. The Player Pool provides substitutes when a team will fall below 9 players for a game. Player Pool players must play the entire game, and may not pitch.

AAA- Minor Division. (Age 8-11)

- There are 9 players on the field, standard infield and outfield.
- Exposure to all positions. Pitching and catching are exceptions. Ensure player safety.
- A team's time at-bat shall consist of three outs, or five runs.
- Each team shall bat all of the players in attendance at the game except for players who are injured or suspended. The names of such players will be reported to the score keeper who shall record the relevant facts in the scorebook. A player who arrives after the game has begun will be placed at the bottom of the batting order.
- A team shall be permitted to make unlimited substitutions on defense, subject to the requirement that every player shall play a minimum of six, consecutive defensive outs and use continuous batting order.
- Teams will be allowed one minute, and the pitcher will be allowed 8 pitches, during warm up between innings.
- During the regular season, a courtesy runner may be substituted for the catcher after two outs in order to allow the catcher time to put on his equipment for the next inning. The courtesy runner shall be the player who made the last out for the team at bat. This will not be allowed during the CCLL post-season tournament.
- Stealing of bases is generally allowed. Stealing rules will progress in Phases, with the first phase starting at the beginning of the season, and the second phase starting approximately 2/3 of the way through the schedule. Exact date to be determined.

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- Phase 1: No stealing on the Catcher to Pitcher exchange, aka delayed steal. No stealing of Home.
- Phase 2: All stealing is allowed with no restrictions.
- No new inning shall start once two hours have elapsed from the time the game actually started. Regular season games are 6 innings, unless shortened due to previous stated time restriction.
- Playoff games are 6 innings, unless run differential is too great for trailing team to tie with innings left to play. No regard to time restriction.
- AAA Minors end of season Playoff Tournament seeding will be done by drawing of Teams by the Advisory Commissioner and Team Managers.
- Only Managers (not assistant coaches) may talk to umpires

AA- Minors Division. (Age 7-9)

- There are 9 players on the field, standard infield and outfield.
- Outfielders may not play defensively in the infield.
- Teams will be allowed one minute, and the pitcher will be allowed six warm up pitches between half-innings.
- Batters must put the ball in play or strike-out. There are no walks. Once a pitcher has thrown four balls, the offensive coach continues pitching the at-bat. The coach pitches from right in front of the mound, and throws overhand.
- Strike zone is over the plate from shoulders to knees.
- Generally, a league umpire will be used, but if no league umpire is available, then the offensive team's coach is the umpire (from behind the mound). The coach does not field any balls. Any batted ball that comes in contact with the coach is dead. The batter is awarded first base, and all base runners advance one base.
- If the batter receives a 4th ball, then the offensive coach will assume the current strike count. If the batter has 3 combined (player and coach) strikes, the batter is out.
- Pitch Count Rules: League Age: 9-10 75 pitches per day
 League Age: 7-8 50 pitches per day
- A batter hit by a pitch will be awarded 1st base, if thrown by a player, but not if thrown by his coach.
- Equal playing time at all positions. Ensure player safety. Every player should practice pitching to develop a strong arm. Every player should pitch in at least one game whenever possible.
- Runners may advance until the ball is in the infield. Runners already advancing when the ball is thrown to the infield can continue to the next base, but base coaches should hold runners once the ball comes into the infield (the ball does not need to be controlled by an infielder, just in the infield dirt).
- No advancing on an overthrow.
- Infield fly rule does not apply in AA - Minors.
- Sliding is permitted (feet first only) and should be taught at this level.
- No stealing. Bunting is allowed (but players should be focused on improving their batting skills).
- Bat to 3 outs, or 5 runs scored.

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- Continuous batting order; all players bat.
- On-deck batter is prohibited. Only one player with a bat.
- No new inning shall start once 1 hour and 30 minutes have elapsed from the time the game started.
- A team's time at-bat shall consist of three outs or five runs.

Farm Division (Age 5-8)

- There are 10 players on the field, standard infield and 4 outfielders.
- Outfielders may not play defensively in the infield.
- Pitcher plays just to the right or left, and behind, the pitching machine.
- Pitching machine is placed approx. 5-10 feet in front of the pitcher's plate.
- The coach does not field any balls. Any batted ball that comes in contact with the coach, or machine, is dead. The batter is awarded first base, and all base runners advance one base.
- A batter shall receive a maximum of six pitches from the pitching machine per at bat. There is no three strike rule. A foul tip on the 6th pitch earns the batter another pitch.
- There are no walks.
- Equal playing time at all positions. Ensure player safety.
- Runners may advance until the ball reaches the infield. No base on an overthrow (emphasize throwing to the correct base, without penalty)
- Infield fly rule does not apply in Farm.
- Sliding is permitted (feet first only) and should be taught at this level.
- No stealing or bunting.
- Bat to 3 outs, or 5 runs scored, or when all players on the roster have batted.
- When batters are out, they leave the playing field.
- Continuous batting order; all players bat.
- On-deck batter is prohibited. Only one player with a bat.
- Games are 1 hour and 30 minutes. No inning limit.
- Five-year-olds must play one year of T-Ball to be eligible for Farm Division.
- Managers and coaches shall umpire their own games, and the defensive manager and coaches may join the players on the field.
- Catchers do not have to wear a catcher's mitt (although they may if they so choose).
- Scores are not kept (except to track five runs in each half-inning).

T-Ball Division. (Age 4-5)

- The entire line-up of players shall bat once each inning.
- No batter shall be awarded a base on balls and no batter can strike out.
- Managers and coaches may position themselves any place on the field when their team is on defense. However, they may not physically aid any player and must exercise restraint in their verbal coaching.
- No infield fly rule. No base stealing. No bunting.
- Ball becomes dead under same circumstances as Farm Division Rule 17.37.4.
- No new inning shall start once one hour has elapsed from the time the game was scheduled to start. There is no limit of the number of innings per game.

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- No scores are kept of T-Ball Division games.
- Managers and coaches shall umpire their own games.
- All players must use a tee to bat.
- Players put out during a play are not removed from base.
- There is no catcher position in T-Ball.
- T-Ball uses 50 foot base paths. Managers should use the “throw down” bases in their equipment bag, placing them 10 feet in front of the stationary bases at Wymore Field, or in the cutouts at Marigold Field.

D. SCHEDULING OF GAMES.

Game Schedules.

The following principles shall govern the preparation of all schedules involving divisions in which standings are kept:

- Each team in each division will play as close to an equal number of games as possible, to be determined by the Board of Directors based on the number of teams, length of season, and field availability.
- Each team will be scheduled to play at least two, but no more than three games per week. There are two exceptions: T-Ball will play once a week, and Farm will start with once a week games, progressing to two games a week later in the season.
- Each team will be the home team and visiting team the same number of games each season, if possible.

Post-season games. (Playoffs and TOC)

- No Post-season is scheduled for T-Ball and Farm.
- For Juniors and Seniors if there are three teams, best overall record gets a bye in the first round. #2 & #3 seeded teams play one game against each other to advance to play # 1 seed for championship to advance to TOC Tournament. Four teams as per approved Little League bracket, single elimination. Two teams best 2 of 3 game series.
- For Major and Minor divisions all teams will participate in an end of season tournament (EST). For Majors Division, the regular season overall record will determine position in the bracket, with byes going to the teams with better records. For AAA Minors there will be a draw for seeding.
- If two or more teams have equal regular season overall records the following tiebreakers will be used in order to determine post season seeding: (a) Head-to-head record. (b) Differential of head-to-head score. (c) Coin flip.
- Home Team Designation. In all post season baseball brackets, the higher seed will be the home team with the exception that the undefeated team, regardless of seed, will be the home team in the championship final. The home-visitor roles will be switched, however in the case of a championship ‘If Game’.

Playing of League Games.

All games will be played as scheduled unless they are rained out or unless a school event prevents a team from fielding a team. A manager claiming relief under this provision must (1) contact the Advisory Commissioner at least 24 hours prior to the starting time of the game, and (2) provide the Advisory Commissioner with the names of the players who cannot be present at

the game. In all cases involving schedule changes which do not involve rain dates, the Advisory Commissioner must give notice to the Manager or Coach of each team at least 24 hours in advance of the time proposed to replay the game. Subject to the limitations provided in this section, the Advisory Commissioner's decision in the matter of re-scheduling games is final.

Re-Scheduled games.

- Games will be re-scheduled in the same order in which they are rained out or cancelled, and every effort will be made to re-schedule games in the same week in which they were postponed. All managers must be prepared to play on the first available date, and in all cases on the following night if a field is available. The following limitations apply:
- No team shall be required to play more than three games in any calendar week. The continuation of a suspended or tied game shall be considered a rained out or cancelled game for the purpose of re-scheduling.
- No team shall be required to play on three consecutive calendar days.
- Tie Games. In regular season play ties may occur due to darkness or other circumstances, at the umpire [or managers of lower divisions] discretion.
- Protested Games. If a protest is upheld, the game will be re-scheduled by the Advisory Commissioner at the first available opportunity after the protest is granted.
- Failure to Field Team. A team which has received 24 hours' notice of a re-scheduled game and which the Advisory Commissioner determines is not entitled to relief shall appear for the re-scheduled game or suffer a forfeit. This rule applies to (a) rained out games, (b) completion of tie games, (c) re-play of protested games, and (d) completion of suspended games.
- Shortened Games. If, because of darkness, it is not possible to play the number of innings required under the Official Little League Rule Book for a completed game, the umpire shall decide when the game should be terminated. The consequence of such termination will be determined by the applicable rules of the Official Little League Rule Book.

E. PRACTICES.

Minimum Requirement.

All teams shall be required to schedule a minimum of two practices per week prior to the beginning of the season and no less than one practice per week after the season has begun (Exception: T-Ball only practices once per week). A manager who is unable to make this commitment shall be replaced.

Practice Fields.

The Advisory Commissioners, in conjunction with the Field Commissioner shall survey the practice fields available within the league boundaries and shall devise practice schedules to minimize the conflict between teams and divisions.

SECTION 4: PLAYER DISTRIBUTION AND TRANSFERS

A. SIGN-UPS AND TRYOUTS.

The player agent shall submit a proposed schedule for sign-ups, tryouts and draft meetings at the November meeting of the Board of Directors. The schedule shall include the time and location of each event.

Sign-ups.

The Player Agent shall arrange with the Player Agents of other leagues to schedule sign-ups for a minimum of two Saturdays and one week night during January of each year.

Publicizing Sign-ups:

The sign-up dates shall be broadly publicized.

Required at Sign-ups.

- Completion of standard application form/waiver of liability/medical release.
- Payment of fees or request for assistance (Treasurer).
- Confirmation of birth dates by official birth certificate.
- Distribution of tryout schedule.
- Distribution of fund-raising information (when available).
- Provision for special requests.
 - a. Brother-sister options
 - b. Manager-coach option
 - c. Requests for pairing with other player (AA Minors, Farm, and T-Ball only)
 - d. Request for remaining in particular division (e.g. 11-year-old may request to stay in minors,) Request must be in writing and is binding for the entire season.

Tryouts.

The Player Agent shall schedule tryouts for a minimum of two dates. He shall also schedule one or more rain dates.

Required Player Attendance.

All players who are League-age 9 years or older shall be required to attend one of the scheduled tryouts. Any League-age seven or eight year olds requesting consideration for the AAA Minors draft must participate in tryouts. Only the Board of Directors may grant an excuse for failure to attend and participate in tryouts.

Required Manager Attendance.

- A team must be represented by its manager, coach or other qualified representative at all tryout sessions for each age group from which it will be drafting.
- Penalty. A team that fails to comply with this rule will not be permitted to make its own draft selection.
- Alternative. For a team which fails to comply with this rule, the President shall appoint a committee of at least two individuals to make the team's draft selections. No person shall be appointed to the committee who is a manager or coach of a team in the same division as the drafting team. The committee will ordinarily consist of the Advisory Commissioner and the manager or coach of an upper division team who has attended the required number of tryout sessions.

Tryout Format.

- Players will try out with other applicants of the same league age. During the tryout, each player will be given an opportunity to display his abilities to hit, throw, catch and run.
- Evaluation sheets. The Player Agent shall ensure that the manager of each team is given two copies of the draft eligibility list which shall include, by league age, each player eligible for selection in that team's division. The players will be listed alphabetically within each age group. The form will provide space for making notes about each player's performance. Managers will return one of the rating sheets to the Player Agent, who will compile a master rating for each player.
- Players from last year's All Star Teams will be given a player rating of 5 for draft purposes.
- Drafts. The Player Agent, in consultation with the President and Advisory Commissioners of each division participating in the draft, shall schedule the drafts and assignment meetings to take place as soon as possible after the tryouts.
- Player Agent's List. Prior to tryouts, the Player Agent shall make a list showing the names and League Age of each candidate by Division. Prior to the player draft, and after requirements have been taken into consideration, a final Player Agent list of all players who qualified as eligible candidates will be prepared before the selection takes place. This list must be maintained and is the basis for future player replacement.

B. DRAFTS AND PLAYER ASSIGNMENTS.

Senior/Junior League Draft Procedures.

- Draft Order. Senior teams shall draft in inverse order of their finish in the previous season as determined by the combined record for the entire season. Ties will be broken by a coin flip. Teams will draft in the same order in each round (1-2-3-4-1-2-3-4). Junior division will draw numbers to determine draft order and will select players using the "serpentine" method. (1-2-3-4-4-3-2-1-1-2-3, etc.).
- Number of Players. Each Senior team will draft enough players to bring its roster to at least 12 players. After the Senior draft is completed, the Junior draft will begin.
- Father-Son Options.
- Manager Option. A manager who wishes to preserve the right to exercise an option on a son or daughter must do so in writing personally delivered to the Player Agent or Advisory Commissioner prior to the draft. A manager may exercise an option regardless of the number of years he has managed or coached.
- Coach option. One coach on a team may exercise a Father-son option, but only if (1) he has managed or coached in the league for two years and (2) he already has been approved as a team coach for the current year by the Board of Directors.
- Election round. A 13-year-old must be taken under the option no later than the fifth round, a 14-year-old no later than the fourth round, and a 15 year-old no later than the third round.
- Brother/Sister Option—Both siblings in Draft Pool. A manager who selects a player with a brother or sister PLAYING THE SAME DIVISION has the option of making the brother or sister an automatic selection in the next round. A manager who intends to exercise this option, must announce that intention at the time he takes the first sibling.

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- Draft List. Prior to the draft, the Player Agent shall prepare and deliver a copy to each Manager, the Advisory Commissioner and the President a list of all players who signed up, attended tryouts and who are eligible for the draft. No player shall be drafted unless the player's name appears on the list.
- Secrecy of Discussion. Unless otherwise resolved by the Board of Directors, the specifics of any discussion of players, shall not be disclosed by anyone in attendance at the draft meeting.

Major Division Draft Procedures.

- Draft Order. Majors division will draw numbers to determine draft order and will select players using the "serpentine" method. (1-2-3-4-4-3-2-1-1-2-3, etc.).
- Number of Players. Each team will draft enough players to bring its roster up to 12 players. A team's 12-player roster shall contain no more than eight players of the same league age.
- Father-Son Options.
- Manager/Coach Options. A manager may seek protection in the draft for his/her own child and that of one coach's child. Prior to the first selection of the draft the Player Agent will place the Manager and Coach's child in the last draft position for their specific player rating. In the event there are not enough players within a rated group to comply with this rule, the coach's child must be selected in the next round. For example, if there were 8 teams and only 6 players with a rating of 5, if two were from the same team they would be the Managers first two selections. If a Manager/Coach's son is not rated as a 3, 4, 5, they will be protected through the 10th round.
- Selection Round. A. 10-year old must be taken under the option no later than the fifth round, an 11-year old no later than the fourth round, and a 12-year-old no later than the third round.
- Brother Option--Both Brothers in Draft Pool. A manager who selects a player with a brother or sister also in the draft has protection to select the brother or sister with their next pick or with their first pick of the level at which that player was rated, whichever is later. If the sibling is not rated as a 3, 4, or 5 they will be protected through the 9th round..
- Nine-year olds. Nine-year olds are not eligible for Major Division play in CCLL.
- Ten-year-Olds and Eleven-year-olds. A parent of a ten-year old player may request consideration for play in the Majors Division. A parent of an eleven-year-old player may request, for safety concerns, the player be ineligible for the Major Division draft by filing a request with the Player Agent,. The request is binding for the entire season, and the player is ineligible for promotion to the major division during that season.
- Secrecy of Discussion. Unless otherwise resolved by the Board of Directors, the specifics of any discussion of players, shall not be disclosed by anyone in attendance at the draft meeting.

Minor Division Draft Procedures.

- Draft Order. Teams shall draw numbers to determine the draft order. The teams will draft in "serpentine" fashion. Team names will be selected in reverse draft order.

- **Rating Players.** Prior to commencement of the minor draft, but after the major draft, the managers shall rate the eligible players according to their skill level on a scale of 1-5, one being the least skilled.. The designated Advisory Commissioner shall facilitate the pre-draft rating and may be assisted by the Player Agent and/or the league president. Disputes concerning the rating of a player shall be decided by the designated Advisory Commissioner. The Advisory Commissioner may seek advice from the Player agent or President. The Advisory Commissioner shall take precaution to ensure that players are accurately rated. Should the Advisory Commissioner feel the rating of a player is not accurate, he/she may determine the rating of the player in question at his/her own discretion.
- **Manager/Coach Options.** A manager may seek protection in the draft for his/her own child and that of one coach's child. Prior to the first selection of the draft the Player Agent will place the Manager and Coach's child in the last draft position for their specific player rating. In the event there are not enough players within a rated group to comply with this rule, the coach's child must be selected in the next round. For example, if there were 8 teams and only 6 players with a rating of 5, if two were from the same team they would be the Managers first two selections. If a Manager/Coach's son is not rated as a 3, 4, 5, they will be protected through the 10th round.
- **Sibling Option—Both Siblings in the Draft.** A manager who selects a player with a brother or sister also in the draft has protection to select the brother or sister with their next pick or with their first pick of the level at which that player was rated, whichever is later. If the sibling is not rated as a 3, 4, or 5 they will be protected through the 9th round.
- **Draft Procedure.** After sons and daughters have been placed on rosters, Managers will select players in the order which they drew numbers and will continue to select until each team's roster has been filled. Managers may select a lower rated player prior to selecting a higher rated player.
- **Draft List.** Prior to the draft, the Player Agent shall prepare and deliver a copy to each Manager, the Advisory Commissioner and the President a list of all players who signed up, attended tryouts and who are eligible for the draft. No player shall be drafted unless the player's name appears on the list, unless all teams stipulate to a late addition.
- **Secrecy of Discussion.** Unless otherwise resolved by the Board of Directors, the specifics of any discussion of players, shall not be disclosed by anyone in attendance at the draft meeting.

AA, Farm, and T-Ball Assignment Procedures.

- **Parent-Child Options.** The sons or daughters of the manager and one coach will be placed on their team automatically, regardless of the number of years coaching experience.
- **Age requirement.** All 8 year olds not selected to an AAA Minor team must play in the AA Minors Division. Seven-year olds, and six-year olds with one or more years of Tee-ball experience may play Farm. All 4-year olds will play in Tee-Ball Division.
- **Brothers and Sisters.** Siblings will be assigned to the same team unless the parent submits a request in writing to the contrary.
- **Player Distribution.** The Player Agent and his committee shall form the AA-Minor, Farm and Rookie teams, using the following guidelines:

- Each team should have approximately the same number of players with the same league age (i.e. if there are four teams and eight 8-year olds, each team should have two 8-year olds).
- The Player Distribution should be made on the basis of age, school, neighborhood, and experience. Players from Forest Ranch should be put on the same team.

C. PLAYER RELEASES, TRANSFERS AND PROMOTIONS.

Team Change Initiated by Player.

A player who does not wish to remain on his or her assigned team may request a trade, and in such case, the Player Agent will contact the other managers in that division concerning the possibility of arranging a trade. If no other manager wishes to make a trade, the player who initiated the request for trade must either remain on his assigned team or resign for the season.

Filling Roster Vacancies.

When a vacancy occurs on a roster during the season, the manager may draft a player from a lower league to fill that vacancy.

Replacement Procedure:

- The manager will notify the Player Agent of the reasons for the vacancy. If the vacancy is the result of illness, injury or change of address that will clearly keep the player from participating for the remainder of the season, the Player Agent may authorize the manager to begin a search for a replacement. In all other cases, before commencing a search for a replacement player, the manager must obtain the permission of the Board of Directors to release the player per rule 18.31 and seek a replacement.
- In seeking a replacement, the manager must make his selection based on his tryout evaluations and his observation of the lower division games. He shall not communicate with either the player under consideration, his parents or the player's coach or manager. Violation of this provision will disqualify the manager from selecting the replacement player. If a manager violates this rule, selection of the replacement player will be made by the player agent, after consulting with the Advisory Commissioners of each division whose players are involved.
- The Player Agent will provide the person(s) involved in the replacement player selection process, any information available concerning potential candidates for promotion, including tryout evaluations or input from lower division managers.
- The manager will notify the Player Agent of his selection and the Player Agent will contact the player's parents to advise them of the promotion. A player who declines to accept a promotion shall not be eligible for promotion to any other team for the balance of the season and shall be subject to reassignment in accordance with Little League Regulations.
- The Player Agent will then notify the player's former manager and will advise him of the need to seek a replacement for the promoted player from a lower league.

Late Season Replacement.

If a team loses a player in a period which shall begin 14 days prior to its last scheduled regular season game, then it cannot bring up a replacement.

Trading of Players.

Immediately following the draft of the final player in the draft, teams may trade drafted players. After any trades are made, the rosters will be finalized before all managers leave the draft room. All trades must be player-for-player and may not involve the exchange of a player for the right to make another team's draft choice. All trades are subject to the approval of the Player Agent and the Board of Directors. Major League players may not be traded for Minor League players.

SECTION 5: ALL-STAR TEAM SELECTIONS

The goal of the All-Star selection process is to select players whose performance in hitting, fielding, base running, game knowledge, leadership, sportsmanship and team work will create the most competitive All-Star Team possible.

District through State Tournament brackets are most competitive at the 10-12 and 8-10 levels. League philosophy will recognize the 10-12 year old and 8-10 year old All-Star Teams as the most competitive teams we can field, regardless of age.

Selection of All-Star Manager and Coach.

- Selection of the manager of the all-star team requires appointment by the League President, and confirmation by eligible board members. The preference order for All Star Managers shall be: 1) regular season managers; 2) regular season assistant coaches; and finally, 3) any League member in good standing. The initial screening of applicants, performed by the Upper Division Advisory Commissioner, will take into account baseball knowledge, manager department, adherence to league guidelines, availability, and team standing in division. The Upper Division Advisory Commissioner will provide the League President with potential appointees in advance of the board meeting when confirmation will occur. Only those Board members without children in an age division may vote on the appointments. The Board must vote to install these managers before the final game of TOC's.
- In the event that the selected manager does not wish to manage the all-star team, then the board of directors shall solicit applications from other managers in the division and shall select the all-star manager.

Selection of All-Star Teams

Selection Meeting.

- Between the completion of the last regular-season game, and the June Announcement date, a "Selection Meeting" of all managers shall be conducted for the purpose of discussing the players eligible for consideration as members of the All-Star team and for the purpose of casting ballots for the selection of actual members of the team for that season. The Player Agent shall select the time and place for the meeting, and communicate that information to the managers at least five (5) days prior to the meeting. The Upper Division Advisory Commissioner will have completed a list of potential managers for the All Star Teams prior to the end of the regular season. All potential managers of the 8-10 All-Star team must attend the 8-10 All Star selection meeting

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- **Secrecy of Discussion.** Unless otherwise resolved by the Board of Directors, the specifics of any discussion of players, shall not be disclosed by anyone in attendance at the selection meeting.
- **Player Nominations.** At the Selection Meeting, before the All-Star Ballots are cast, each manager will have the right to nominate players. All potential nominees must have a parent or guardian sign a CCLL form indicating the parent/guardian's acknowledgement of CCLL requirements for All Star participation. Failure to comply with league requirements, including accepting assignment to any All Star team for which a player has eligibility, will result in the forfeit of All Star consideration the following season. Players nominated by someone other than their own manager are exempt from the waiver requirement prior to the All Star selection meeting.
- **Managers will nominate their top 3 players initially, and will then have the option to nominate additional players from their team. All managers then have the right to nominate any additional players from any team.**
- **Each manager will be given a reasonable amount of time to state his or her reasons for believing the player(s) he, she or other managers have nominated should be included on the All-Star Team. The All-Star Ballot shall consist of each player nominated by the managers.**
- **Voting.** After the All-Star nominations are completed, voting will be by secret ballot. The Player Agent, or a designee will examine all of the ballots to ensure they are complete, and free of egregious errors. After the examination, and if there are no errors, the regular season managers will be dismissed. The Player Agent or designee will tally the results, and inform the All Star Manager for that team. In the case of egregious errors, the Player Agent or designee will confer with the appropriate balloters to resolve the issue.
- **A twelve (12) player ballot will be used, and managers must vote for twelve players (or as many as they are eligible to vote for). No manager may vote for a player who played on the manager's team. When casting a ballot, the manager shall list his or her votes in descending order (i.e., the manager's first pick shall be listed first on the ballot, the second pick shall be listed second, etc.). All votes must be cast at the Selection Meeting.**
- **The Manager of the All-Star Team shall then select the players to fill the remaining two or three places on the Regular Roster. All such selections must be made from the nominated players. In each division, until all teams in the league are represented on the All-Star Team, no player under the maximum age for that division may be selected by the Manager to complete the Regular Roster.**
- **Secrecy of Ballot Count.** Unless otherwise resolved by the Board of Directors, the specific votes, point totals, and Regular Roster from the All-Star Team Ballot process shall not be disclosed by the regular season managers, the President, Advisory Commissioner(s) or Player Agent to anyone. Disclosing All Star roster information could result in the disqualification of CCLL All Star teams.

Counting the Ballots.

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The Advisory Commissioner, Player Agent, and President will tally the ballots by counting the number of ballots each player is on (votes) and the relative position on each ballot (points). Points will be assigned according to the position on the ballot as follows:

Twelve Player Ballot

Ballot Position Points

1	4
2	4
3	4
4	3
5	3
6	3
7	3
8	2
9	2
10	2
11	1
12	1

Players will first be ranked based on the number of votes received. When 2 or more players have the same number of votes, their rank order will be determined by the number of points.

Example: Player #1 receives 6 votes and 18 points. Player #2 receives 6 votes and 20 points. Player #3 receives 5 votes and 11 points. Player #4 receives 5 votes and 19 points. Player #5 receives 4 votes and 12 points. Their rank order is as follows: Player #2, Player #1, Player #4, Player #3, Player #5

Team Size.

The All-Star Team shall consist of at least 12 but no more than 13 Regular Roster Players. The exact number of Regular Roster Players will be determined by the League President, Upper Division Advisory Commissioner, Player Agent, and the appointed All Star Managers.

All-Star Team Roster.

- The players who receive the ten highest votes with point totals as a tie-breaker, from the counted ballots, will be automatically included on the Regular Roster.
- If two or more players receive the same number of points after counting the ballots, such that they are tied for the tenth-highest point total, both players are presumed to be on the roster.
- The Manager of the All-Star Team shall then select the players to fill the remaining slots on the Regular Roster. All such selections must be made from the nominated players. In each division, until all teams in the league are represented on the All-Star Team, no player under the maximum age for that division may be selected by the Manager to complete the Regular Roster.
- Secrecy of Ballot Count. Unless otherwise resolved by the Board of Directors, the specific votes, point totals, and Regular Roster from the All-Star Team Ballot process shall not be disclosed by the regular season managers, the President, Advisory

Commissioner(s) or Player Agent to anyone. Disclosing All Star roster information could result in the disqualification of CCLL All Star teams.

Additional All Star Selection Policies

- Because the league philosophy is to field the best possible 10-12 and 8-10 year old teams, the 9-11 team will consist of 11 year olds not selected for the 10-12, and will ordinarily consist of 11 year olds who played in the Majors Division.
- Any eleven year olds who are nominated for the 10-12 team will also be considered to be nominated for the 9-11 team.
- All 10-year olds in the Major Division are automatically nominated for the All-Star Team. At the selection meeting for Major League All-Stars, Major Managers will discuss each 10 year-old on their team. Each 10 year-old that played in the Major Division will be placed on the all-star roster unless there is unanimous agreement among the Major Managers that a player should not be on the All-Star Team.
- When the league has both an “A” and “B” All Star team, Each 10 year-old that played in the Major Division will be placed on the “A” All-Star roster unless there is unanimous agreement among the Major Managers that a player should not be on the “A” All-Star Team. If there is unanimous agreement that the player should not be on the “A” All-Star Team, that player will automatically be placed on the “B” All-Star Team.
- When eight or more 8-10 year-olds from the Majors Division are eligible and placed on the All-Star Team by Majors Managers, the Player Agent will automatically ask Minors Managers for nominations for the option of a 8-10 year-old All-Star “B” Team. In the event of a season with fewer than eight 8-10 year-olds playing in Majors Division, the Player Agent will poll the AAA-Minor managers about the division’s depth, and the prospects for an “A” and “B” team.
- When the option for a 9-10 “B” All-Star Team is used, the Player Agent will require Minors Managers to use the twelve (12) player All-Star ballot for the nomination and voting for placement of players to the 9-10 “A” and “B” All-Star Teams.

Announcements

- There shall be no public disclosure of the identity of any member of the All-Star teams until the President makes a formal announcement. The CCLL Board will determine the best date, to be no earlier than June 1, for the release of the rosters.
- Immediately upon completing the All-Star Team ballot count, the Division Advisory Commissioner shall notify the Managers of the All-Star Teams of the identity of the players selected by vote to the Regular Roster and notify the Manager of the names of each player, if any, tied for the tenth Roster position. The Manager of the All-Star team will inform the Player Agent of the names of the players selected by the Manager to complete the All Star Roster.
- All-Star rosters will be posted at the Major League field (currently at the Elks Lodge) after it is permitted by Little League rules.

Practice Requirement.

- Every member of the All-Star Team, is expected to attend each All-Star Team practice.
- A Regular Roster Player who attends fewer than 50% of the All-Star Team practices conducted before the first All-Star game will be automatically deemed removed from the Regular Roster of the All-Star Team.

Financial Responsibilities

- Players will pay a \$75 fee.
- All travel expenses, including hotel, food, and transportation, will be the full responsibility of the players. In exceptional circumstances the Board of Directors may provide scholarships for travel expenses.
- The CCLL All Star uniform shall consist of a shirt and hat, provided by the league; white pants, a belt and matching socks, provided by the parents.

The All Star teams may present fundraising ideas to the Board for consideration and approval. Any funds raised will be property of the league. 100% of those funds will be distributed evenly among the participating teams by Board approval.