

Capitola-Soquel
LITTLE LEAGUE

By-Laws/Local Rules

Reviewed and Adopted
12/19/23



TABLE OF CONTENTS

I.	LEAGUE BOUNDARIES	3
II.	PRODUCTION	3
III.	PLAYING RULES	3
IV.	PRACTICES	3
V.	PLAYER ASSSIGNMENTS	3
VI.	OFFICIAL SCOREKEEPERS	4
VII.	FACILITY RULES	5
VIII.	BOARD OF DIRECTORS	5
IX.	CSLL TEE BALL DIVISION RULES	7
X.	CSLL A DIVISION RULES	8
XI.	CSLL AA DIVISION RULES	10
XII.	CSLL AAA DIVISION RULES	11
XIII.	CSLL MAJOR DIVISION RULES	12
XIV.	CSLL PLAYOFFS	13
XV.	CSLL ALL-STAR SELECTION PROCEDURE	13
XVI.	Appendix A – CSLL Field Prep	17



I. LEAGUE BOUNDARIES

- A. As defined by master map in league files and approved by District Administrator and surrounding league presidents on an annual basis.

II. PRODUCTION

- A. Each manager will be given a copy of CSLL Local Rules and Little League playing rules and regulations before the first practice.
- B. Each Team Parent will be given all information within his/her purview provided herein prior to the beginning of the season.

III. PLAYING RULES

- A. All Little League play will be conducted in accordance with the Little League rule book (aka "The Green Book") except for any adjustments as provided herein.
- B. All adults will read and sign the CSLL Code of Conduct.
- C. All violations of the rules and CSLL Code of Conduct shall be handled immediately according to Green Book and CSLL local policies and procedures. Any player(s) or adult(s) in violation will be subject to disciplinary action (See Conflict Resolution Policy).

IV. PRACTICES

- A. CSLL Upper Division (Majors) Teams shall not have more than 4 official events per week during the "Regular Season" or Preseason and this shall include optional or non-mandatory team practices. Intermediate shall be allowed up to 4 events per week. All other divisions shall not exceed 3 events per week.
 - 1. "Regular Season" play is defined as first day of practice to the end of the regular season. Local Little Leagues have no control of the TOC schedule.
- B. Teams participating in All-Star play may practice at the discretion of the team manager as overseen by the Executive Board
- C. Sunday shall be the first day of the week.

V. PLAYER ASSIGNMENTS

- A. Major division draft will be conducted according to Alternate Method for Plan B outlined in the Little League Operations Manual, using a serpentine draft order (last team to pick in any given round is first to pick in next round). The draft order will be determined by blind draw every year. Players must attend evaluations to be eligible for the Major draft unless their absence is approved by the Executive Board.
- B. AAA and AA division teams will be drafted according to same rules used for Majors division teams. AAA draft will be conducted after the Majors draft is completed. AA draft will be completed after AAA draft and prior to A assignments. Players must attend evaluations to be eligible for the AAA and AA drafts unless their absence is approved by the Executive Board.



- C. A division will be assigned based upon judgment of the Team Assignment Committee. The Player Agent will chair the Committee, which should include the President and Managers familiar with the players entering the division. Special requests by parents may be considered by the Committee, but should not take precedence over achieving competitive parity in the divisions.

VI. OFFICIAL SCOREKEEPERS

- A. The home team will provide official scorekeepers for the AA, AAA, and Majors levels. The visiting team will provide an official pitch count recorder to keep record of the pitch count and operate the scoreboard (on those fields with scoreboards). It is the manager's (or his/her delegate's) responsibility to provide the scorekeeper and pitch count recorder. All scorekeepers should attend the Scorekeeper's Clinic put on by the League. They are to assist the umpires and not to assist the manager in any way. The official scorekeeper and pitch count recorder are to remain impartial at all times and are not to direct any comments toward the field of play either during the game or between innings. The official scorekeeper and pitch count recorder will be positioned in the scorekeeper's booth behind the backstop. They should not be a spectator in the stands. The official scorebook must remain in the score booth of the game it was played. If managers or coaches want copies of the game scorebooks then they may do so, however the books must be kept stored in the score booth. The scorekeepers for AAA and Majors shall use the GameChanger App to keep score.
- B. The official pitch count recorder is required to record the official pitch count in GameChanger. Managers shall review the pitch count in the app and address any issues within Thirty (30) minutes of the last pitch of the game.
- C. The SCORER is the official designee of the League and his/her decisions in entering the game record in the book must be recognized as essential to the LEAGUE.
- D. Basic reasons for having scorekeepers are to have an official record to:
 - 1. Ensure that every player has played his/her required amount of time [Regulation IV];
 - 2. Ensure that the pitching eligibility is observed properly (Regulation VI for Pitch count and Rest Requirements);
 - 3. Record exact game situation in the event of a protested game;
 - 4. Record exact game situation in the event of a suspended game;
 - 5. Record the final score of the game, if the score is kept in that particular division of play;
 - 6. Assist the umpire in providing a record of game proceedings.

VII. FACILITY RULES

- A. CSLL Teams will only practice at fields covered by our insurance policy. These fields will be listed on the season schedules.
- B. Major and AAA division teams may only use the "A/Tee Ball" field for infield practice when not in use by the Tee Ball and "A" divisions.
- C. Home team responsible for:
 - 1. Pre-game field prep

Managers and coaches shall provide a positive, respectful environment for the children at all times including players and spectators.



2. Scorekeeper
3. Dug Outs Cleaned
4. Surrounding public bleacher areas cleaned and picked up

D. Visiting team responsible for:

1. Pitch count recorder (unless official scorekeeper is capable and agrees to take over the task)
2. Scoreboard
3. Post-game clean up
4. Dug Outs Cleaned
5. Surrounding public bleacher areas cleaned and picked up
6. If you have the last game of the day, all bases put away, scoreboards and other electrical turned off, and all buildings locked up.
7. These responsibilities are monitored!

E. Pre-Game Warm Up Time

1. No hardball soft toss against the fence.
2. Pre-Game Adult Supervision is mandatory.
3. No batting practice in batting cages without L-Screen protection
4. Batting Cages should be shared by all teams playing in the next game on the Major and Minor fields. The teams shall split the use of the cages equally with the visiting team hitting first, then the home team hitting. Neither team shall be allowed more than Thirty minutes in the cage. The visiting team shall take infield/outfield first, followed by the home team.

F. All Mountain School Elementary regulations within the facility use agreement shall be followed by all individuals involved in CSLL events. (See Parent Handbook).

VIII. BOARD OF DIRECTORS

A. CSLL shall have the following Board of Director positions:

1. President
2. Vice President of Operations
3. Vice President of Administration
4. Secretary
5. Treasurer
6. Player Agent
7. Safety Officer
8. League Information Officer
9. Major Coaching/Division Coordinator
10. AAA Coaching/Division Coordinator
11. AA Coaching/Division Coordinator
12. A Coaching/Division Coordinator
13. T-Ball Coaching/Division Coordinator
14. Team Parent Coordinator
15. Volunteer Coordinator
16. Umpire Coordinator
17. Facilities Director
18. Scheduling Coordinator
19. Equipment Director

Managers and coaches shall provide a positive, respectful environment for the children at all times including players and spectators.



20. Concessions Manager
21. Sponsorship/Fundraising Manager
22. Coaching Coordinator

B. Voting

1. Only members of the Board of Directors may make motions and vote at meetings of the Board of Directors. Only members of the Executive Committee may make motions and vote on matters brought before the Executive Committee. Board members who are unable to attend a Board meeting may vote by proxy given to another Board member in attendance and confirmed by the Secretary. The Board of Directors may confer and vote electronically between meetings as they deem necessary.

C. Executive Committee.

1. The Executive Committee shall conduct closed meetings pertaining to the appointment of managers and coaches, selection of scholarship recipients, complaints and grievances received by the Board of Directors, suspension or termination of CSLL Members, and other matters requiring confidentiality.
 - a) The Executive Committee Members:
 - (1) President
 - (2) Vice President of Operations
 - (3) Vice President of Administration
 - (4) Secretary
 - (5) Treasurer
 - (6) Player Agent
 - (7) Safety Officer
 - (8) League Information Officer

D. Additional Positions.

1. The Executive Committee may appoint nominated Regular Members to the following positions. These positions are not Board of Director Positions and do not have voting rights.
 - a) Uniform Coordinator
 - b) Umpire in Chief (UIC)
 - c) Yearbook Coordinator
 - d) Website Design Coordinator

E. Vacancies in the Board of Directors shall be filled by majority vote of the Directors present at any Board of Directors meeting.

F. Board members are expected to attend all board meetings. Absences from board meetings shall be approved by the President. Excessive absences from board meetings may allow a motion by the President to replace the absent member.

IX. CSLL TEE BALL DIVISION RULES

The Tee Ball Division of Capitola/Soquel Little League is a non-competitive learning level.

A. Ages

1. Children 4, 5, or 6 years old may play in Tee Ball. To be eligible as a 4 year old, the player must turn 4 on or before April 30. Those who turn 4 on or

Managers and coaches shall provide a positive, respectful environment for the children at all times including players and spectators.



after May 1 are ineligible for play. Older children with special needs may play in Tee Ball if approved by the CSLL Board of Directors. Five year olds returning from Tee Ball as 4 year olds will again play in Tee Ball.

B. Local Rules

1. Games will last one hour (or approximately four innings).
2. There is no score keeping in Tee Ball. A coach for the hitting team will be positioned at the home plate area to facilitate the hitters and catchers and to ensure safe conditions.
3. Managers must provide base coaches to assist runners.
4. NO BATS outside the dugouts (except for the batter).
5. ONLY THE BATTER at the plate may handle a bat (i.e. no on deck warm ups or holding the bat in the dugouts)
6. Coaching Staff must maintain control of bats at all times to prevent injuries; kids cannot be “bat boys”
7. Batted ball must go further than the 15’ arc chalk line.
8. There are no outs in Tee Ball. All batters will hit. All runners will be safe on base. The teams shall begin each inning with the bottom three hitters in the lineup for the inning on base.
9. All players will play the field each inning. Managers have the discretion of adding infield/outfield positions as needed in regard to the amount of players they have available.
10. No infielders will be forward of the pitcher’s position to avoid injuries.
11. All players will have at least two at bats each game.
12. Managers will put forth the effort to ensure batters are ready to take the plate when their turn comes. Prepared batters two deep should have helmets on ready to go.
13. Managers will rotate batting orders throughout the season so that all players have opportunities to be the first and last batters up.
14. Base runners will normally advance one base at a time. If a batter hits the ball into the outfield the base coach may send the runner to second base if he/she chooses. Preceding runners will advance bases accordingly.
15. The “last batter” of the inning will be announced by the coach assisting at the tee. The last batter will advance around all bases to home plate to end the inning.
16. Coaching Staff can be in the field to assist players and provide encouragement.
17. Unless at the plate or on a base, all players must stay in the dugout when team is at bat.
18. No one other than the Coaching Staff and players shall be in the dugout.
19. Players having behavioral issues in the dugout are to be dealt with by the coaching staff. If the issue requires parental involvement the player will be removed from the dugout and sent to the parent and returned to play as soon as is appropriate.
20. Coach pitch is NOT permitted at the Tee Ball level.

X. CSLL A DIVISION RULES

The “A” Division of Capitola/Soquel Little League is a non-competitive learning level.

Managers and coaches shall provide a positive, respectful environment for the children at all times including players and spectators.

A. Ages

1. Qualified 6, 7, and 8 year olds. Qualified 7 & 8 year olds may move up to A Division. To qualify for advanced placement players must have a minimum of 1 year of “T-Ball” experience or demonstrate his/her ability to move up to the next level in a tryout with other A division players.

B. Local Rules

1. Time Limit of 1 hour and 45 minutes for games that have another game following, no inning will begin after 1 hour and 30 minutes.
2. Maximum of 4 coaching staff per team. A Manager, at least one dugout coach, on-field coaches, base coaches, pitch coach etc...
3. Coach pitch:
 - a) Coaches must pitch from within circle around pitching rubber and exit field of play after ball is put in play
 - b) After a mid-season meeting with the Division Coordinator, League President and the Managers, coaches will have 5 pitches to produce contact by hitter. If the ball is not put in play after 5 pitches, then a tee should be used to finish the batter’s turn at the plate.
 - c) After a mid-season meeting with the Division Coordinator, League President and the Managers the player will have 5 hittable pitches to make contact. If the player has not put the ball in fair play after 5 hittable pitches, he/she will be called out. A foul ball on the last pitch continues the at bat.
 - d) Pitching will be with overhand motion.
 - e) Silent Coach Rule: Coaches who are pitching should not coach from the field and should have limited communication with their team while on the field during play.
4. Maximum of 5 runs per inning for each side including last inning. A half inning shall rotate after either five runs or the defense records three (3) outs which may include strikeouts.
5. There will be no base on balls.
6. Foul ball continues at-bat regardless of the number of pitches.
7. Each player shall play at least three defensive innings per game.
8. All players on roster will hit. (Continuous batting order.)
9. Maximum of 10 players on the field and the 10th fielder is an outfielder
10. Catchers are required to be behind the plate. The Catcher can either stand against the backstop or in the squat behind the plate. Catchers can catch pop ups for an out, make plays on the batter heading to first base or any plays at the plate. Catchers are required to be in full catcher’s gear Catcher’s helmet and mask can be remove to catch pop up and make plays at the plate
11. NO stealing; including advancing on passed balls.
12. On batted balls the batter will run to first base and stay on first base unless the ball is hit on the fly to the outfield where to batter can proceed to second base at his discretion if second base is open. This does not include grounders to the outfield. Base runners may proceed up two bases per batter.

13. Dead ball rule: (Stoppage of play): A play initiated by a batted ball is dead and no play may be made on any runner once an infielder has control of the baseball in either their glove or hand in the infield. If, in the judgment of the umpire the runner is past the mid-point between the bases, the runner is awarded the base, unless the throw is caught by the fielder on the base for which the runner is headed. If the runner did not reach the mid- point, the runner must return to the previous base. No play can be made on a runner returning to the previous base. The batter-runner in route to 1st base is excluded.
14. A batted ball which strikes the pitching coach is LIVE; the pitching coach is part of the field of play
15. There will be no infield fly rule.
16. Bunting will not be allowed.
17. The base coaches will function as umpires in the absence of official umpires.
18. Batted ball must go further than the 15' arc chalk line.
19. Approved Coaching Staff can be in the field to assist players and provide encouragement.
20. Unless at the plate, all players must stay in the dugout when team is at bat.
21. Players will not handle bats except when approaching home plate to bat.
22. Coaching Staff must maintain control of bats at all times to prevent injuries.
23. No one other than the Coaching Staff and players shall be in the dugout.
24. Players having behavioral issues in the dugout are to be dealt with by the coaching staff. If the issue requires parental involvement the player will be removed from the dugout and sent to the parent and returned to play as soon as is appropriate.

XI. CSLL AA DIVISION RULES

The AA Division of Capitola/Soquel Little League is a non-competitive learning level.

A. Ages

1. Qualified 7-10 year olds. Qualified 7 and 8 year old players may move up to AA Division. To qualify for advanced placement players must have a minimum of 1 year of A experience or demonstrate their ability to move up to the next level in a tryout with other AA division players.

B. Local Rules:

1. Time Limit of 2 hours for all games that have another game following on the same field. 2 hours 10 minutes for all games regardless of following game. No new inning will start after 1 hour and 45 minutes of game.
2. Maximum of 4 coaching staff on the field at one time:
3. Maximum of 10 players on the field and the 10th fielder is an outfielder.
4. All players will bat in a continuous batting order.
5. All players shall play at least two-thirds of the game on defense (ie minimum of 2 out of every 3 innings)
6. Maximum of 5 runs per inning for each side including last inning.

Managers and coaches shall provide a positive, respectful environment for the children at all times including players and spectators.

7. Official scorekeeper representatives from home and visiting team in score booth will maintain official book with official pitch count to be signed by both Manager's post-game.
8. Each team shall appoint a Coach to be the umpire to call Balls and Strikes from behind the pitcher's mound while their team is on defense. The 1st and 3rd base coaches will be in charge of plays at their respective bases. The on-field umpire shall handle plays at 2nd base and home plate.
9. Pitching rules.
 - a) Kid pitch: Once the count reaches 4 balls, the coach comes in to pitch up to 3 "hittable" pitches to the batter. The designated umpire will determine if the pitch is hittable. An "unhittable" pitch counts as a no pitch. A foul ball on the last pitch continues the at bat. Coaches pitch from in front of the mound inside the pitcher's circle.
 - b) After a mid-season meeting with the Division Coordinator, League President and the Managers Coach pitch ends and pitching will be exclusively by players.
 - c) Silent Coach Rule: Coaches who are pitching should not coach from the field and should have limited communication with their team while on the field during play.
 - d) Strikeouts allowed and strikes are carried over when the coach comes in to pitch.
 - e) The maximum is 2 innings pitched per game and 4 innings per week. No pitcher, regardless of age shall throw more than Fifty (50) pitches in a game.
 - f) If batter is hit by kid pitch she/he takes a base, not so when coach pitches.
10. Rules on overthrown balls:
 - a) Batter running to first as a result of a batted ball may advance to second base on an overthrow at this his or her peril. If defensive players act to return overthrown ball to pitcher circle, batter may not advance past second base. However, if defense attempts to make a play on the runner, that runner may attempt to advance to third base at his or her own perils. Batter as a Runner may not advance to home plate.
 - b) When batted ball is put in play, all baserunners, with the exception of the of the batter who must follow the rule 10.a, may advance without limit at his or her own peril.
 - c) A baserunner can only advance to home on a batted ball, base loaded, walk, or if bases are loaded and the batter is hit by a pitch.
11. After a mid-season meeting with the Division Coordinator, League President and the Managers Bunting and stealing will be allowed depending on the result of that meeting. No stealing home plate.
 - a) A base runner can only steal one base while same batter is up.
 - b) Catcher overthrow to second base, runner CANNOT advance to third base.
12. Dead ball rule applies when pitcher has control of the ball and one foot on

the pitcher's mound. If, in the judgment of the umpire the runner is past the mid- point between the bases, the runner is awarded the base. If the runner did not reach the mid-point, the runner must return to the previous base. No play can be made on a runner returning to the previous base. The batter-runner in route to 1st base is excluded.

13. Foul ball continues at-bat regardless of the number of pitches.
14. There will be no infield fly rule.
15. Unless at the plate or in the role of base coach, all players must stay in the dugout when team is at bat.
16. Players will not handle bats except when approaching home plate to bat.
17. Coaching Staff must maintain control of bats at all times to prevent injuries.
18. No one other than the Coaching Staff and players shall be in the dugout.
19. Players having behavioral issues in the dugout are to be dealt with by the coaching staff. If the issue requires parental involvement the player will be removed from the dugout and sent to the parent and returned to play as soon as is appropriate.
20. NO division playoffs will occur at this level.

XII. CSLL AAA DIVISION RULES

A. Ages

1. All qualified 8-11 year olds. Qualified 8 and 9 year olds may be drafted to the AAA Division. To qualify for advanced placement 8 and 9 year olds must have minimum of 1 year of AA experience or demonstrate their ability to move up to the next level in a tryout with other players that meet AAA division eligibility requirements.
2. All players wishing to be eligible for consideration for the All-star team selection must attend tryouts unless an excuse is presented which is accepted by a Majority of the Executive Board.

B. Rules

1. CSLL AAA Division follows Little League International Green Book except where noted.

C. Local Rules

1. Time limit of 2 hours 25 minutes. No new inning will start after 1 hour and 55 minutes.
2. Maximum of 5 runs per inning for each side including last inning.
3. Official scorekeeper representatives from both teams in the score booth will maintain official book via GameChanger with official pitch count to be agreed upon by both managers within Thirty (30) minutes post-game.
4. All batters will bat in a continuous batting order
5. Unless at the plate, in the role of base coach, or bat retriever all players must stay in the dugout when team is at bat.
6. Players will not handle bats except when approaching home plate to bat or helmeted player retrieving bat from field of play.
7. Coaching Staff must maintain control of bats at all times to prevent injuries.

8. There will be a designated member of the coaching staff in charge of the dugout at all times to maintain discipline and order.
9. No one other than the Coaching Staff, volunteer approved parent, and players shall be in the dugout with a maximum of three people.
10. Players having behavioral issues in the dugout are to be dealt with by the coaching staff. If the issue requires parental involvement the player will be removed from the dugout and sent to the parent and returned to play as soon as is appropriate.
11. Games shall be governed by the 8 run rule, 10 run rule and 15 run rule following Rule 4.10 E,
12. A courtesy runner for the catcher/pitcher of record when there are two (2) outs in an inning will be permitted. The player who made the last batted out (includes a strike out) shall become the courtesy runner.
13. A team may start and play a game with eight (8) players, the team may skip over the ninth (9th) batting position without penalty.
14. All AAA Division teams will be included in the playoff format.
15. Playoff game seeding will be determined by random selection.
16. The playoffs shall be decided by double elimination.
17. There shall be no time limit on games during playoffs.
18. Player pool rules
 - a. All players are allow to sign up for player pool via the Player Agent.
 - b. Players are only allowed to play in the division in which they are currently playing. Players are not allowed to play in divisions above or below.
 - b. Manager may request a player from the player pool. Player will randomly be drawn and assigned to that game only.
 - c. Managers cannot request certain player.
 - e. Player pool players shall be only used in the event a team is aware they would otherwise only have Eight (8) Players. The Player Pool player must bat 9th in the batting order and shall only be allowed to play one of the three outfield positions.

XIII. CSLL MAJOR DIVISION RULES

A. Ages

1. Qualified 10, 11, and 12 year olds. To qualify for advanced placement 10 year olds must have minimum of 1 year of AAA experience or demonstrate their ability to move up to the next level in a tryout with 11 & 12 year olds that meet eligibility requirements.
2. All players wishing to be eligible for consideration for the All-star team selection must attend tryouts unless an excuse is presented which is accepted by a Majority of the Executive Board.

B. Rules:

1. CSLL Major Division follows Little League International Green Book.

C. Local Rules

1. I Prior to the draft, a Majority vote including the League President, Player

Agent and Major Manager's shall determine how many players shall be selected per team with a Minimum of Ten (10) Players and a Maximum of Twelve (12) Players. If a roster falls below the pre-determined number of players, a player or players may be required to be picked up from AAA. Player Agent and League President to make this determination. The player to be added to a team shall be an Eleven Year Old playing in the AAA Division.

- a) If a player is lost for the season, the manager has 48 hours to notify the player agent to obtain an additional player or players.
 - b) Manager is required to notify Player Agent when a player is absent from play for (10) days for any reason, this would include injury to the player during a CSLL event or outside of a CSLL event. Player Agent to determine what is a loss player.
 - c) Once player agent has contacted the parents/legal guardian for reason of "NO SHOW", the player agent will report to the Board of Directors
 - d) If Safety Officer becomes aware of an injury, Safety officer to inform Player agent within 24hrs.
 - e) Player Agent is to provide a list of a minimum of (3) names for the manager to choose from.
2. A major team shall have no more than 4 ten year olds on its roster and no more than Ten (10) 12 year old players per team.
 3. NO player shall be brought up to a Major division team within 2 weeks of the team's last game unless required for the team to have Nine (9) players.
 4. Official scorekeeper representative from home team in score booth will maintain official book via GameChanger with official pitch count to be reviewed both by managers post-game. Any discrepancy shall be resolved within Thirty (30) minutes of the conclusion of the game.)
 5. Standings for all regular season games (minus results of interleague games played with outside leagues) will be kept by the League and used for Playoff Seeding as outlined in XV. B.
 6. Players will not handle bats except when approaching home plate to bat or helmeted player retrieving bat from field of play.
 7. Dugout Coaching Staff must maintain control of bats at all times to prevent injuries.
 8. There will be a designated member of the coaching staff in charge of the dugout at all times to maintain discipline and order.
 9. No one other than the Coaching Staff, volunteer approved parent, and players shall be in the dugout.
 10. Players having behavioral issues in the dugout are to be dealt with by the coaching staff. If the issue requires parental involvement the player will be removed from the dugout and sent to the parent and returned to play as soon as is appropriate.
 11. A courtesy runner for the pitcher or catcher of record when there are two (2) outs in an inning will be permitted. The courtesy runner shall be the last batted out (including strikeout) who is not the pitcher or catcher of record.
 12. All teams shall be required to utilize Continuous Batting Order. Each player in attendance is required to bat in his/her respective spot in the batting

order. However, a player may be entered and/or re-entered defensively in the game anytime provided he/she meets the requirements of mandatory play which is Six (6) outs during the course of the game.

13. A team may start and play a game with eight (8) players, the team may skip over the ninth (9th) batting position without penalty.

14. Player pool rules

a. All players are allowed to sign up for player pool via of the Player Agent.

b. Players are only allowed to play in the division in which they are currently playing. Players are not allowed to play in divisions above or below.

c. Manager may request a player from the player pool. Player will randomly be drawn and assigned to that game only.

d. Managers cannot request a certain player.

e. Player pool players shall be only used in the event a team is aware they would otherwise only have Eight (8) Players. The Player Pool player must bat 9th in the batting order and shall only be allowed to play one of the three outfield positions.

15. Run Rule.

Games shall be governed by the 8 run rule, 10 run rule and 15 run rule following Rule 4.10 E,

XIV. CSLL 50/70 JUNIOR DIVISION RULES

A. Ages

1. Qualified 13 years old. For players that have aged out of Little league by rule (12 years old after the date set by Little League International) can play under 50/70 Junior rule
2. All players wishing to be eligible for consideration must sign up and tryout
3. This will be considered a separate division.
4. No inter-league play with the Major's division

B. Rules:

1. CSLL 50/70 Junior Division follows Little League International Rule Book.

C. Local Rules

- a) Manager is required to notify Player Agent when a player is absent from play for (10) days for any reason, this would include injury to the player during a CSLL event or outside of a CSLL event. Player Agent to determine what is a loss player.
- b) Once player agent has contacted the parents/legal guardian for reason of "NO SHOW", the player agent will report to the Board of Directors
- c) If Safety Officer becomes aware of an injury, Safety officer to inform Player agent within 24hrs.
- d) Player Agent is to provide a list of a minimum of (3) names for the manager to choose from, if there are players that were not drafted

Managers and coaches shall provide a positive, respectful environment for the children at all times including players and spectators.

2. Official scorekeeper representative from home team in score booth will maintain official book with official pitch count to be signed by both managers post-game. This will also include the minimum play requirement sheet (MPR sheet)
3. Players will not handle bats except when approaching home plate to bat or helmeted player retrieving bat from field of play.
4. Dugout Coaching Staff must maintain control of bats at all times to prevent injuries.
5. There will be a designated member of the coaching staff in charge of the dugout at all times to maintain discipline and order.
6. No one other than the Coaching Staff, volunteer approved parent, and players shall be in the dugout.
7. Players having behavioral issues in the dugout are to be dealt with by the coaching staff. If the issue requires parental involvement the player will be removed from the dugout and sent to the parent and returned to play as soon as is appropriate.

XV. CSLL PLAYOFFS

Elimination and Championship game procedure

- A. All Major and AAA division teams will be included in the playoff format.
- B. Majors Playoff seeding will be determined by a blind draw based on regular season record (1st place team draws out of the hat first, 2nd place team draws second and so on) and will follow a standard playoff format i.e. #1 seed plays #4 seed etc. in a double elimination tournament. AAA playoff seeding will be determined by a random blind draw.
- C. The playoffs shall be decided by double elimination.
- D. Coin Toss determines choice of Home or Visitors throughout brackets and shall take place Ninety (90) minutes prior to first pitch.

XVI. CSLL ALL-STAR SELECTION PROCEDURE

- A. Player Agent's role:
 1. The Player Agent is to assist the President and oversee the ballot tallies. The Player Agent (PA) role is to see that the process is adhering to Little League and local rules, process and criteria.
 2. If there is an issue that needs to be addressed the PA will confer with the President before action is taken.
- B. Designated Board Member's Role
 1. 2 designated Executive Board members will facilitate the administrative portion of the meeting such as ballot preparation and processing, supply materials, etc.
 2. One of the 2 board members will do the ballot tallies which will be overseen by the Player Agent.

C. Balloting

1. Voting will be done by secret ballot. No tally totals will be given, only final results.

D. Non-Disclosure

1. All participants must agree to not disclose the details of the All-Star selection discussions.
2. All those involved must be assured of total freedom to speak without reservation.
3. No one should assign fault for a selection or non-selection of player upon other All-Star selection participants, the process, or any other reason.
4. What is said in the room stays in the room.

E. Manager Selection

1. Policy:
 - a) Selection of Managers and coaches will be subject to Board approval. The Board reserves the right to award or not award a team to any Manager with due cause regardless of seeding or placement.
2. Guidelines:
 - a) A Manager who wants to be considered for a position for one of the Teams will first submit to the VP of Administration and President a desire to Manage one of the teams. The Managers will be selected by a combination of Final Standings, Player Vote, and Executive Board vote.
 - b) If CSLL has an Intermediate division, the Manager of the Intermediate Division top finishing team will have the first selection of the 13 year old All-Star Team. Next will be the 2nd place team Manager.

F. Criteria for Player Consideration

1. Ability
2. Availability
3. Coaching ability
4. CSLL will field All-Star teams in the age categories of 8-10, 10-11 and 11-12 as named by Little League.
5. CSLL teams will reflect the spirit of single age groupings at all levels to balance inclusion of players with its desire to field competitive teams and to inspire its players to compete for success. It is expected that teams shall be predominantly single-aged, with exceptions made only for younger players that would make a significant impact on a team of older players and improve that team's chances of advancing in tournament play.
6. Any player from a lower age in a group that is voted onto the All-Star team comprised mainly of older players must be approved by the Player Agent. The Player Agent will consult with both the Manager of the lower age team and the Manager of the upper age team. Should the Player Agent concur with recommendation to move the player up, parental consent will be obtained.
7. A player may not be selected to more than one All-Star team.

G. Player Selection Procedure

1. 12 year old All-Stars:
 - a) Balloting
 - (1) Major Division players will select 12 year-old All-Star players by anonymous balloting. Ballots will be arranged alphabetically.
 - (2) Balloting will commence at the discretion of the Board at the final regular season games.
 - (3) Balloting will take place on the field of play. Players will vote privately without consulting others. Any collaboration will invalidate all ballots involved.
 - (4) Ballots will be issued and collected by the Player Agent or designated Executive Board member. It is important to have two other volunteers to help monitor and collect the ballots.
 - (5) Ballots will be collected, immediately sealed and turned over to the Player Agent or designated Executive Board member.
 - (6) Only 12 votes or less will constitute a valid ballot. Over 12 votes will nullify the whole ballot.
 - (7) The results of the ballot will be tallied by the Player Agent and two other E-Board members prior to the All-Star selection meeting. Leave 2 -3 hours for this process.
 - (8) The players with the most votes will be placed on a team: For a 12 player roster, it will be the top 7 players.
 - (9) Player balloting results will be announced only during the All-Star selection meeting. No other discussions about the results will be discussed outside of the Selection meeting or official Board of Director meeting.
 - b) Selection Meeting
 - (1) The All-Star selection meeting will convene at a date determined by the Executive Board.
 - (2) Only the President, Player Agent, one appointed board member and managers, will attend the selection meetings. If a Manager is unable to attend than he or she will appoint one of their official coaches only.
 - (3) No discussion of the contents of the selection meeting will occur outside the meeting.
 - (4) After the first players have been announced for the 12 year old All-Star team, a Manager may nominate players for consideration for the remaining spots based upon the criteria set by the League. A dialog will commence between the Managers concerning the players in the pool. This dialog will be to select the final pool nominees to be voted upon. The Managers may nominate a player not on their own team.
 - (5) A secret ballot will take place to fill out the rest of the roster. If after three votes there is still not a consensus, the President, the Player Agent, and appointed board



- member will vote to break the tie.
- (6) Team rosters will consist of 12 players.
- (7) A dialogue will then commence to determine age composition for each team (for example, placing 11 year olds on the 12 year old team or 10 year olds on the 11 year old team) based on need of positions, availability of player, etc...
- (8) All player ballots will be re-sealed and given to the Secretary
- (9) It is recommended that breaks be taken during the process to provide a short time to reflect before final votes are cast.
- c) Materials Needed
 - (1) All-Star ballots reviewed and verified by managers, pencils, manila envelopes marked for each team; meeting room with white/chalk board, tally sheets, calculator, coffee/drinks, snacks.
- 2. 8-9, 10, 11, and 13 Year Old All-Stars:
 - a) Players are voted on by secret ballot of the Managers they are not voted on to the team by other players. All other procedures and rules that govern the 12 year old process are followed.
 - b) Names are submitted by AAA, Major and Intermediate Managers based upon the criteria set by the league.
 - c) In the event of a non-sanctioned All-Star team consisting of 8 & 9 year olds, the team shall be first constructed of all eligible 9 year olds who played in AAA. Any roster additions needed after that shall be at the discretion of the Player Agent and League President.

XVII. Appendix A – CSLL Field Prep

CAPITOLA/SOQUEL LITTLE LEAGUE
CSLL FIELD PREP

	<p>PREGAME PREP (HOME TEAM): Should be completed at least 15 min. before game time. CHALKER, STRINGER, TEMPLATES, RAKES, HOSE REEL BELONG IN THE SCORESHED. CART AND DRAGS ARE IN THE MAINTENANCE SHED. Score shed has a combination lock, the maintenance shed has a key LOCK (snack shack has key)</p>
1	Inspect field for debris/foreign objects – check conditions of fences, backstops, bases, and warning tracks – check for dangerous holes or bumps on the field.
2	Fill Holes in Batter’s Box
3	Water & Tamp Batter’s Box if necessary
4	Drag Rake Infield, Batter’s Box, warning track, and foul territory

5	Use batter's box template to mark batter's box. Lay handle flush and even with the side of home plate
6	Water field if necessary and time allows
7	Mark Infield and Outfield Foul Lines with 2" (NOT 4") chalk lines. Run stringer all the way to the foul pole, especially if the outfield lines are messed up. Put 1 st and 3 rd bases in temporarily to be sure the stringer lines up on the outside edge of the base. (remove the bases as you pass by with the chalker). Take your time – make it a straight line – the new 4-wheel chalkers make this easy if you just take your time.
8	Set Bases in Place. Dig out post holder with tool. Make sure base lays level on the ground.
9	Place pitcher's mound on field. This is a multi-person job. Add dirt around the base of the mound to provide stability. For "coach pitch" games, no mound is necessary. Draw a 16' circle around pitchers plate for AA and below for the play stoppage area.
10	Return chalker, stringer, templates, rakes etc... to the SCORESHED – <u>not</u> the maintenance shed
11	Setup Scoreboard and Control Box
	POSTGAME (VISITORS TEAM)
1	Put bases and pitcher's mound in the SCORE SHED, unless there is a game afterwards.
2	End of Game - Clean Up Dugouts and Bleacher Areas
3	End of Game – Drag Infield
4	End of Game – Empty Trash Cans