

# Capitola-Soquel Little League Local Rules

Reviewed and Adopted 12/02/2025

## 1. LEAGUE BOUNDARIES

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

## 2. PRODUCTION

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

## 3. PLAYING RULES

1. 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.
2. All players and adults are subject to the CSLL Code of Conduct during Little League events.
3. 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 Code of Conduct Policy).

## 4. PRACTICES

1. 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.
2. "Regular Season" play is defined as the first day of practice to the end of the regular season. Local Little Leagues have no control of the Tournament of Champions schedule.

3. Teams participating in All Star play may practice at the discretion of the team manager as overseen by the Executive Board
4. Sunday shall be the first day of the week.

## **5. PLAYER ASSIGNMENTS**

1. 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.
2. 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.
3. Tee Ball and A divisions will be assigned based upon judgment of the Player Agent and Managers familiar with the players entering the division. Special requests by parents will be considered within roster limits for each team.
4. Children with special needs that wish to play in a division that does not align with their league age, may play in the division most appropriate to their skill level if approved by the CSLL Board of Directors.

## **6. OFFICIAL SCOREKEEPERS**

1. The home team will provide official scorekeepers for the AA, AAA, and Majors levels. The visiting team will operate the scoreboard (on those fields with scoreboards). It is the manager's (or his/her delegate's) responsibility to provide the scorekeeper. 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 is to remain impartial at all times and is to direct any comments toward the field of play either during the game or between innings. The official scorekeeper will be positioned in the scorekeeper's booth behind the backstop. They should not be a spectator in the stands. The scorekeepers for AA, AAA, and Majors shall use the GameChanger App to keep score.

2. The official scorekeeper 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.
3. 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.
4. 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.

## **7. FACILITY RULES**

1. CSLL Teams will only practice at fields covered by the league insurance policy. These fields will be listed on the season schedules.
2. 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.
3. Home team responsible for:
  1. Pre-game field prep
  2. Scorekeeper
  3. Dug Outs Cleaned
  4. Surrounding public bleacher areas cleaned and picked up
4. Visiting team responsible for:
  1. Scoreboard

2. Post-game clean up
  3. Dug outs cleaned
  4. Surrounding public bleacher areas cleaned and picked up.
  5. If you have the last game of the day, all bases put away, scoreboards and other electrical turned off, and all buildings locked up.
  6. These responsibilities are monitored!
5. 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 home team hitting 70 minutes before game start, then the visiting team hitting 40 minutes before game start. Neither team shall be allowed more than thirty (30) minutes in the cage. The visiting team shall take infield/outfield first, followed by the home team.
  6. All Mountain School Elementary regulations within the facility use agreement shall be followed by all individuals involved in CSLL events. (See Parent Handbook).

## **8. GAME SCHEDULING**

1. The game schedules for the regular season (all divisions) and playoffs (AA, AAA, and Majors) shall be prepared by the Scheduler, Board President, Division Representatives, or such other persons as may be designated by the Board. The game schedule shall take into consideration local field availability, post-season playoff tournament schedules, TOC schedules, and All-Star schedules. The schedule shall balance the number of home and away games for each team as much as possible. The game schedule for the Majors Division shall be submitted to the President for review and approval.

2. Rescheduling of games is permitted only in the case of a rainout, or other situation in which the fields are unplayable. In that event, the Scheduler will determine a new date for the game, and will notify the managers and Umpire-in-Chief.
3. Rescheduling of games must occur under the following guidelines:
  1. Rescheduled games have priority over practices. In the event a practicing team is displaced by a rescheduled game, the Scheduler shall inform the affected manager as soon as the field has been rescheduled.
  2. Majors Division games have highest priority when rescheduling games.
  3. T-Ball, A, and AA Divisions need not make up rained out games. Games can be added to the end of the season if the schedule allows.
4. Failure to field a team on the date for the rescheduled game may be recorded as a forfeit.

## **9. CSLL TEE BALL DIVISION RULES**

1. The Tee Ball Division of Capitola/Soquel Little League is a non-competitive learning level.
2. 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 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.
3. 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 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 regards to the amount of players they have available.
10. No in-fielders 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 the 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.

## **10. CSLL A DIVISION RULES**

1. The “A” Division of Capitola/Soquel Little League is a non-competitive learning level.
2. 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.
3. 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:
    1. Coaches must pitch from within circle around pitching rubber and exit field of play after ball is put in play
    2. 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.
    3. 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.

4. Pitching will be with overhand motion.
5. 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 will bat in a continuous batting order. Managers are encouraged to adjust lineups so that every player bats throughout the lineup.
9. Maximum of 10 players on the field and the 10th fielder is an outfielder. 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 removed to catch pop up and make plays at the plate.
10. NO stealing; including advancing on passed balls.
11. 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 the 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.
12. 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 en route to 1<sup>st</sup> base is excluded.

13. A batted ball which strikes the pitching coach is LIVE; the pitching coach is part of the field of play
14. There will be no infield fly rule.
15. Bunting will not be allowed.
16. The base coaches will function as umpires in the absence of official umpires.
17. The batted ball must go further than the 15' arc chalk line.
18. Approved Coaching Staff can be in the field to assist players and provide encouragement.
19. Unless at the plate or on a base, all players must stay in the dugout when the team is at bat.
20. Players will not handle bats except when approaching home plate to bat.
21. Coaching Staff must maintain control of bats at all times to prevent injuries.
22. No one other than the Coaching Staff and players shall be in the dugout.
23. 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. CSLL AA DIVISION RULES**

1. The AA Division of Capitola/Soquel Little League is a non-competitive learning level.
2. 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.

3. 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 the 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 10<sup>th</sup> fielder is an outfielder.
4. All players will bat in a continuous batting order. Managers are encouraged to adjust lineups so that every player bats throughout the lineup.
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.
7. The official scorekeeper representative from the home team in the score booth will maintain the 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.
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 1<sup>st</sup> and 3<sup>rd</sup> base coaches will be in charge of plays at their respective bases. The on-field umpire shall handle plays at 2<sup>nd</sup> base and home plate.
9. Pitching rules.
  1. 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 overhand from in front of the mound inside the pitcher’s circle. Coaches may pitch from one knee.

2. After a mid-season meeting with the Division Coordinator, President, and the Managers, coach pitch ends, and pitching will be exclusively by players.
3. 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. Strikeouts are allowed and strikes are carried over when the coach comes in to pitch.
5. The maximum is 2 innings pitched per game and 4 innings per week. No pitcher, regardless of age, shall throw more than forty (40) pitches in a game.
6. If a batter is hit by a kid pitch, she/he takes a base, not so when the coach pitches.

#### 10. Rules on overthrown balls:

1. Batter running to first as a result of a batted ball may advance to second base on an overthrow at his or her peril. If defensive players act to return an overthrown ball to the pitcher circle, the 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. A batter may not advance to home plate. Rule to be reviewed at mid-season manager-division coordinator meeting to allow advancement without limitations.
2. When a batted ball is put in play, all baserunners, except for the batter who must follow rule 10.1, may advance without limit at their own peril.
3. A baserunner can only advance to home on a batted ball, bases loaded walk, or if bases are loaded and the batter is hit by a pitch.

11. Managers or coaches are permitted to warm up a pitcher at home plate, in the bullpen, or elsewhere at any time during practices or games, including CSLL divisional playoff games, and including in-game warm-up and pre-game warm-up. They may also stand by to observe a pitcher warming up in the bullpen.
12. After a mid-season meeting with the Division Coordinator, League President and the Managers, bunting and stealing will be allowed. No stealing home plate.
  1. A base runner can only steal one base while the same batter is up.
  2. On a catcher overthrow the stealing runner cannot advance to the next base.
  3. Rule 10.1 will also be reviewed during this meeting.
  4. Rule 9.2 will be reviewed and walks will be allowed
13. The dead ball rule applies when the pitcher has control of the ball and is in the vicinity of 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 running to 1st base is excluded.
14. Foul ball continues at-bat regardless of the number of pitches.
15. There will be no infield fly rule.
16. Unless at the plate or in the role of base coach, all players must stay in the dugout when the team is at bat.
17. Players will not handle bats except when approaching home plate to bat.
18. Coaching Staff must maintain control of bats at all times to prevent injuries.
19. No one other than the Coaching Staff and players shall be in the dugout.
20. 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.

21. No division playoffs will occur at this level.

## **12. CSLL AAA DIVISION RULES**

### **1. 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 a 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.

### **2. Rules**

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

### **3. 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. The official scorekeeper representative from the home team in the score booth will maintain the 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.
4. All batters will bat in a continuous batting order
5. If teams are established with 11 players or less, each player must play nine defensive outs per game in regular season games, unless the game is shortened, or an interleague or tournament game is being played under Green Book rules. A game is considered shortened if the bottom half of the sixth inning is not played, or if fewer than three outs are recorded in the bottom half of the sixth

inning. In a shortened game, the Green Book minimum of six defensive outs applies. Teams established with 12 players will follow Green Book rules of six defensive outs per game.

6. Unless at the plate, in the role of base coach, or bat retriever all players must stay in the dugout when the team is at bat.
7. Players will not handle bats except when approaching home plate to bat or helmeted player retrieving bat from field of play.
8. Coaching Staff must maintain control of bats at all times to prevent injuries.
9. There will be a designated member of the coaching staff in charge of the dugout at all times to maintain discipline and order.
10. No one other than the Coaching Staff, volunteer approved parent, and players shall be in the dugout with a maximum of three people.
11. Managers or coaches are permitted to warm up a pitcher at home plate, in the bullpen, or elsewhere at any time during practices or games, including CSLL divisional playoff games, and including in-game warm-up and pre-game warm-up. They may also stand by to observe a pitcher warming up in the bullpen.
12. 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.
13. Games shall be governed by the 8 run rule, 10 run rule and 15 run rule following Rule 4.10 E,
14. 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.
15. A team may start and play a game with eight (8) players, the team may skip over the ninth (9th) batting position without penalty.
16. All AAA Division teams will be included in the playoff format.
17. Playoff game seeding will be determined by random selection.
18. The playoffs shall be decided by double elimination.

19. There shall be no time limit on games during playoffs.

20. Player pool rules

1. All players are allowed to sign up for the player pool via the Player Agent.
2. Players are only allowed to play in the division in which they are currently playing.
3. A manager may request a player from the player pool. The player will randomly be drawn and assigned to that game only.
4. Managers cannot request certain players.
5. 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 9<sup>th</sup> in the batting order and shall only be allowed to play one of the three outfield positions.

### **13. CSLL MAJOR DIVISION RULES**

1. Ages

1. Qualified 10-, 11-, and 12-year-olds. To qualify for advanced placement, 10-year-olds must have a minimum of 1 year of AAA experience or demonstrate their ability to move up to the next level in a tryout with 11- and 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.

2. Rules:

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

3. Local Rules

1. Prior to the draft, a majority vote including the League President, Player Agent and Major Managers 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 brought up from AAA. The Player Agent and League President will make this determination. The player to be added to a team shall be an eleven-year-old playing in the AAA Division.

1. 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.
  2. Manager is required to notify the 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.
  3. Once the Player Agent has contacted the parents/legal guardian for reason of "NO SHOW", the Player Agent will report to the Board of Directors
  4. If Safety Officer becomes aware of an injury, Safety officer informs Player Agent within 24hrs.
  5. Player Agent is to provide a list of a minimum of (3) names for the manager to choose from.
2. A Major division team shall have no more than four (4) ten-year-olds on its roster and no more than eight (8) 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. The official scorekeeper representative from the home team in the score booth will maintain the 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 (not including results of interleague games) will be kept by CSLL and used for playoff seeding as outlined in Section 16.

6. For the CSLL regular season, which does include the CSLL Playoffs, the Major division "WILL" use Little League Rule 4.10(e); If after four (4) innings (three and one-half inning if the home team is ahead) one team has the lead of ten runs or more the manager of the team with the least runs shall concede the victory to the opponent.
7. If teams are established with 11 players or less, each player must play nine defensive outs per game in regular season games, unless the game is shortened, or an interleague or tournament game is being played under Green Book rules. A game is considered shortened if the bottom half of the sixth inning is not played, or if fewer than three outs are recorded in the bottom half of the sixth inning. In a shortened game, the Green Book minimum of six defensive outs applies. Teams established with 12 players will follow Green Book rules of six defensive outs per game.
8. Players will not handle bats except when approaching home plate to bat or helmeted player retrieving bat from field of play.
9. Dugout Coaching Staff must maintain control of bats at all times to prevent injuries.
10. There will be a designated member of the coaching staff in charge of the dugout at all times to maintain discipline and order.
11. No one other than the Coaching Staff, Approved Volunteers, and players shall be in the dugout.
12. Managers or coaches are permitted to warm up a pitcher at home plate, in the bullpen, or elsewhere at any time during practices or games, including CSLL divisional playoff games, and including in-game warm-up and pre-game warm-up. They may also stand by to observe a pitcher warming up in the bullpen.
13. 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.
14. 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.

15. 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.
16. A team may start and play a game with eight (8) players, the team may skip over the ninth (9th) batting position without penalty.
17. Player pool rules
  1. All players are allowed to sign up for the player pool via the Player Agent.
  2. 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.
  3. The manager may request a player from the player pool. Players will randomly be drawn and assigned to that game only.
  4. Managers cannot request a certain player.
  5. 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.
18. Run Rule. Games shall be governed by the 8 run rule, 10 run rule and 15 run rule following Rule 4.10 E.

#### **14. CSLL 50/70 JUNIOR DIVISION RULES**

1. Ages
  1. Qualified 13-year-olds. For players that have aged out of Little league by rule (12-year-olds 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

2. Rules:

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

3. Local Rules

1. Manager is required to notify the 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.
2. Once player agent has contacted the parents/legal guardian for reason of "NO SHOW", the player agent will report to the Board of Directors
3. If Safety Officer becomes aware of an injury, Safety officer informs Player agent within 24hrs.
4. 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
5. The official scorekeeper representative from the home team in the score booth will maintain an official book with official pitch count to be signed by both managers post-game.
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.

## **15. CSLL PLAYOFFS**

1. All Major and AAA division teams will be included in the playoff format.
2. Majors and AAA playoff seeding will be determined by a blind draw based on regular season record (1<sup>st</sup> place team draws out of the hat first, 2<sup>nd</sup> 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.
3. The playoffs shall be decided by double elimination.
4. A coin toss determines the choice of Home or Visitors before each playoff game and shall take place ninety (90) minutes prior to first pitch.

## **16. CSLL ALL-STAR SELECTION PROCEDURE**

1. Player Agent's role:
  1. The Player Agent is to assist the President and oversee the ballot tallies. The Player Agent 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 Player Agent will confer with the President before action is taken.
2. 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.
3. Balloting
  1. Voting will be done by secret ballot. No tally totals will be given, only final results.
4. Confidentiality

1. The All-Star selection process involves thoughtful conversation and careful consideration of every eligible player. To ensure these discussions are open, honest, and centered on the best interests of our athletes, all participants agree to keep the details of the conversations confidential.
2. Selecting or not selecting a player is never a simple choice, nor is it a judgment of a player's character, commitment, or overall value. Many strong players deserve recognition, and final decisions often come down to team needs.
3. Our goal is to create an environment where participants can speak freely, with respect for the players and for one another. For that reason, we ask that all comments made during the selection meeting remain within the room and that no individual is attributed responsibility for a particular decision.

## 5. Manager Selection

### 1. Policy:

1. Selection of managers will be subject to Executive Board approval. The Executive Board reserves the right to award or not award a team to any Manager with due cause regardless of seeding or placement.

### 2. Guidelines:

1. A Volunteer who wants to be considered for a Manager position will first submit a letter of interest to the VP of Operations and President. Managers will be selected by a combination of final standings, player vote and Executive Board vote.

## 6. Criteria for Player Consideration

1. Ability
2. Availability
3. Coachability
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 composed 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.

## 7. Player Selection Procedure

### 1. Majors All Stars:

#### 1. Balloting

1. All Majors Division players will vote by anonymous balloting.
2. Ballots will consist of all League Age 12 players in the Majors Division. Ballots will be arranged alphabetically.
3. Balloting will commence at the discretion of the Board at the final regular season games.
4. Balloting will take place on the field of play. Players will vote privately without consulting others. Any collaboration will invalidate all ballots involved.
5. 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.

6. Ballots will be collected, immediately sealed and turned over to the Player Agent or designated Executive Board member.
7. Only 12 votes or less will constitute a valid ballot. Over 12 votes will nullify the whole ballot.
8. The results of the ballot will be tallied by the Player Agent and two other Executive Board members prior to the All Star selection meeting.
9. The players with the most votes will be placed on a team: For a 12-player roster, it will be the top 6 players.
10. 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.
11. Summarized results may be requested by the Executive Board.

## 2. Selection Meeting

1. The All-Star selection meeting will be convened 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, he or she will appoint one of their official coaches only.
3. After the top six (6) vote getters have been announced for the Majors 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 any eligible player.

4. 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.
5. Team rosters will consist of 12 players.
6. A dialogue will then commence to determine age composition for each team (for example, placing eleven-year-olds on the twelve-year-old team or ten-year-olds on the eleven-year-old-team) based on need of positions, availability of player, etc
7. All player ballots will be re-sealed and given to the Secretary
8. It is recommended that breaks be taken during the process to provide a short time to reflect before final votes are cast.
9. Materials Needed: 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. 9-, 10-, 11-, and 13-Year-Old All Stars:

1. Players are voted on by a 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.
2. Names are submitted by AAA, Major and Intermediate Managers based upon the criteria set by the league.
3. 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

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|---|---|
|   | <p>PREGAME PREP (HOME TEAM): Should be completed at least 15 min. before game time.</p> <p><i>CHALKER, STRINGER, TEMPLATES, RAKES, HOSE REEL BELONG IN THE SCORESHED.</i></p> <p><i>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)</i></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 <u>side of home plate</u>  |
| 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 <sup>st</sup> and 3 <sup>rd</sup> 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   |
|    | <b>POSTGAME (VISITORS TEAM)</b>  |
| 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 – Trash cans moved to Majors Field parking lot every Tuesday night                       |