CROMWELL LITTLE LEAGUE

LOCAL PLAYING RULES

Updated: April 2024

Table of Contents

I. GENERAL RULES 4

II. DIVISION SPECIFIC RULES
..... 8

III. DRAFT RULES FOR DIVISIONS MAJORS AND HIGHER
..... 16

IV. PLAYOFF RULES .....
18

V. ALL STAR TEAM SELECTION RULES
..... 20

VI. TOURNAMENT TEAM SELECTION RULES
..... 22

Preface:

Little League is a program of service to Youth Baseball and Softball. It is geared to provide an outlet of healthy activity and training under good leadership in the atmosphere of wholesome community participation. This movement is dedicated to helping children become good and decent citizens. It inspires them with a goal and enriches their lives toward the day when they must take their places in the world. It establishes the values of teamwork, sportsmanship, and fair play.

The Cromwell Little League Board of Directors has implemented a "zero Tolerance" policy regarding ANYONE present at a CLL sponsored event, whether on the field or off. Our main desire is to ensure all league events remain safe for all present.

The term **"Zero Tolerance"** encompasses a wide range of actions of verbiage directed from one person to another, or to a whole group of people. This includes, but is not limited to:

- Making derogatory comments about an official's call or making defaming statements to umpires themselves.
- Note: Spectators must not engage with the umpires regarding their calling of the game.
- Making derogatory comments about any manager or coach's ability to coach, or the decisions they make concerning the players on their teams.
- Making derogatory comments to any player, on the field or off, for any reason.
- Any negative remark made from one spectator to another which incites verbal altercation.
- Any aggressive physical altercation made by anyone.

This policy is being implemented to help ensure that these conditions are maintained. Anyone present at league events should be aware of the League Policy Concerning acceptable behavior.

Reference is made to the "Little League Baseball Official Regulations and Playing Rules (OR & PR)" specifically Regulation XIV(a) which reads: "The actions of plyers, managers, coaches, and umpires and league officials must be above reproach. Any player, manager, coach, umpire, or league representative who is involved in a verbal or physical altercation, or an incident of unsportsmanlike conduct, at the game site or any other Little League activity, is subject to disciplinary action by the Local League Board of Directors." Additional reference is made to Rule 4.07, which reads: "Any manager, coach or player ejected from a game is suspended for his or her team's next physically played game and may not be in attendance at the game site"

I. GENERAL RULES

This organization shall be known as CROMWELL Little League and hereinafter referred to as "CLL." Under no circumstances shall the Cromwell Little League Local Rules ("Local Rules") conflict with Little League Baseball, Inc.'s rules, regulations, and policies (hereinafter referred to as "LL International Rules." To the extent that any Local Rules are inconsistent with or violate LL International Rules the Local Rules shall be void and have no effect. To the extent that the Local Rules do not address a specific issue the applicable LL International Rule shall govern the CLL.

1. It is the responsibility of every member if of the CLL, (Board Members, Coaches and Players) to enforce and follow all BYLAWS and Local Rules and to act in accordance with the CLL Constitution.

2. Every Majors division player shall participate in each game for a minimum of six (6) defensive outs/ two (2) innings consecutively and come to bat at least once in a full game in the CLL.

a. Any player that is benched for a game must be reported to the opposing manager prior to the start of the game. When he/she is benched during a game, the opposing manager shall be notified immediately and a written report of why the player is benched must be submitted to the Division Vice President and Player Agent within 24 hours of the incident.

b. If a manager is about to violate the mandatory play rule, the opposing manager should bring this to the manager's attention if he is aware of it.

c. If a player does not play the mandatory playing time due to weather, darkness, or for any reason, the player shall start the next game. Note: All players must have at least one turn at bat or they must start the next game.

d. Misconduct of any player must be reported to the Division Vice President and Player Agent within 24 hours.

e. LL International Rule 3.03 governs player substitutions.

3. Managers shall report all injuries which occur during CLL practices and/or games to the CLL Safety Officer within 24 hours of the incident.

4. All players must have a Medical Release signed by a parent or guardian, and return it to their manager or to the CLL before participating in the Little League season. The Medical Release forms will be kept by the managers for their respective teams and brought to each game and/or practice.

5. Any player who is treated by a healthcare provider because of an injury sustained during a CLL game or practice must have a written release from the person who treated the player to return to the team. The CLL Safety Officer shall also be notified and will give final release.

6. It is not the Little League philosophy to undermine the opposing team, manager or players. There will be no name-calling or degradation of a Little Leaguer in the CLL. All managers are requested to instruct and control players who participate in this kind of activity. Violators will be subject to removal from the game (umpire's discretion).

7. Abuse of equipment and/or property is prohibited. This includes the flagrant throwing (umpire's discretion) of bat(s) and/or helmet(s). Any violator, player and/or manager/coach/scorekeeper will be removed from the game per order of the umpire.

8. All players must be in full uniform provided by the league in a regular game as covered by LL International Rules. This includes hats worn and shirts tucked in. All players in each baseball and softball division must wear protective cages or guards on their batting helmets while batting. The only exception to this rule is that players who are in the softball and baseball Majors' divisions are not required to wear protective cages or guards, but it is recommended that first year players do so. Batting helmets with face guards must be secured with three screws in accordance with Little League equipment regulations.

9. Only a CLL Board approved manager/head coach, assistant coach, scorekeeper, 4th adult volunteer, and participating registered uniformed players are permitted on the field and in the dugout during a regular scheduled game. The manager/head coach, assistant coach, and scorekeeper are hereinafter collectively referred to as "the coaches." Managers shall direct all others to the facility provided by the league for viewing the game. A fourth adult volunteer who has completed the coaching/volunteer forms required by the CLL Board of Directors and who has been approved by the Board may participate on the field during practices and in the dugout during CLL regular season and playoff games. In the event that a manager cannot be present during a game the assistant coach shall become the acting manager, and the scorekeeper shall become the acting assistant coach. Under these circumstances the fourth adult volunteer may serve as the acting scorekeeper. Under no circumstances shall the fourth adult volunteer serve as the acting manager. There shall be at least one of the coaches or a CLL approved adult volunteer present in the dugout at all times during a game. If a team does not have at least one of the coaches and one CLL approved adult volunteer present for a game that game cannot be played.

a. All players should be restricted to the dugout or bench and playing area unless given permission to go elsewhere by his/her coach or manager.

b. No food should be allowed in the dugouts.

c. During the games only two coaches are allowed outside the dugout. Everyone else, coaches and/or players must stay in the dugout.

10. Any player who misses three consecutive games and/or practices which are unexcused must be reported to the Division Vice President. If the player did not notify the manager the player will be contacted to find out the reason for his absence.

11. No regular season game shall be forfeited.

a. Regular season games will be played unless one team has less than 7 players. Substitute player(s) will come from the opposing team if the opposing team has more than nine players present. Opposing team's coach picks the player. If opposing team does not have more than nine players the subs will be chosen from registered CLL players on the sidelines providing both coaches agree to the selections. Substitution players always bat ninth (or eighth or ninth) and can play left and right field only.

b. Games cannot be cancelled due to lack of players unless Division VP or another designated official is first notified. In case of a conflict of interest or in the absence of the Division VP the League President or League VP may be substituted.

c. Teams who are playing games on the fields directly adjacent to the concession stands will be responsible to supply a volunteer 16 yrs. of age or older to assist with concession stand operation for the game. Home team covers concession stand, visiting team, covers the scoreboard. If there are no volunteers, the snack shack does not open.

12. Any game not a legal game will be a suspended game (for divisions major and higher).

a. Home Team manager shall notify the Division Vice President of a suspended game, giving all pertinent information (innings, outs, base runner, etc.). The game will be completed from the point of suspension.

b. In case of inclement weather before the game begins, the Division Vice President shall determine if the field is in playable condition. In the absence of the Division VP, present CLL Board members shall confer and make a determination on playable conditions. If an agreement cannot be reached then the game will NOT be played. The umpire is in charge once the game has started.

c. For safety reasons, any CLL board member shall have the right to recommend the suspension of a game due to darkness and/or inclement weather. However, the umpire will have final say.

d. Cancelled and suspended games will be reassigned by the Division Vice President and be rescheduled in the order of cancellations (preferably in the same week and not more than 10 days after original scheduled date).

13. No player can be taken out of the middle of an inning unless he is hurt and cannot continue; a pitching change is being made, or due to disciplinary action taken by the manager.

14. Only the manager (or the assistant coach, upon absence of the manager) will be allowed to discuss a questionable play or rule interpretation with the umpire.

15. A runner is out when the umpire, based solely on his discretion, determines that the runner deliberately ran into a fielder.

16. Alcoholic beverages and tobacco products shall not be allowed in the playing area of any Little League game and/or practice. Any offender shall be subject to disciplinary action by the Board of Directors. Board members who are present and witness such misconduct shall report all situations to the league Division Vice President and Player Agent.

17. All games unless otherwise noted must start no later than 6:00 p.m. In the months of April and May games must start no later than 5:45 p.m. Unless game is being played on Henderson Field

18. On field practice time before each game will be as follows (if a team is late for its time, it loses its place):

a. Before 45 minutes prior to start of game – Work on preparing field

b. 30 minutes prior to start of game - Home team fielding

c. 15 minutes prior to start of game – Visiting team fielding

19. Batting Cage use on game days:

a. Cage #1:

- Home Team Henderson: 90 minutes to 60 minutes before game time
- Visiting Team Henderson: 60 minutes to 30 minutes before game time

b. Cage #2:

- Home Team Lindquist: 90 minutes to 60 minutes before game time
- Visiting Team Lindquist: 60 minutes to 30 minutes before game time

20. The Home Team shall:

a. Supply 2 new game balls for each game.

b. Use the first base dugout/bench area.

c. Administer umpire payment process if required.

d. Be responsible for picking up and returning the base and umpire equipment where applicable.

21. For divisions major Majors and higher, during the months of April and May no inning shall start after 8:00 p.m. For all lower divisions, no inning shall start after 7:30 p.m. during any time of the season. Unless game is being played on Henderson.

22. There will be no penalty assessed for balks in divisions Majors and lower.

23. Prior coaching experience in the CLL as well as qualifications, demeanor, ability, and disciplinary issues shall all be taken into consideration by the CLL Board in approving managers, coaches, and scorekeepers for new positions that becomes available.

24. Game Ejection Penalty:

a. The following penalties shall be imposed on a player, manager, coach and/or scorekeeper who is ejected from a game and is to include all regular season, playoff, All Star and tournament games;

First Offense – Person ejected shall be suspended from participating in the next game, scheduled or make up.

Second Offense – Person ejected shall be suspended from participating in all games for the rest of the calendar year subject to hearing by the Board of Directors.

b. Game(s) ejection of any manager, coach and/or scorekeeper may impact league standings and coaching approval for subsequent seasons.

25. No changes, additions, and/or deletions may be made to the CLL Local Rules nor the CLL Constitution and By-Laws without approval of the CLL Board of Directors by majority vote with at least two-thirds (2/3) of the Board of Directors participating in said vote.

II. DIVISION SPECIFIC RULES

1. Senior League Divisions

a. League participation will be eligible players ages 15 and 16. Exception: 14-year old selected to fill out team rosters in the event there are not enough age eligible players available.

b. Call-Ups – If a team is required to call-up a player from the Junior League, it shall be the player chosen by the manager of the team needed to call-up.

2. Junior League Division

a. League participation will be eligible players Little League ages 13 and 14.

b. All players Little League age 14 shall be selected prior to age 13 players. If there is no CLL organized Intermediate division team then age 13 or 14 players shall be selected in any order.

3. Intermediate

a. League participation will be age eligible players Little League ages 11 through 13.

b. Roster priority for spots on CLL Intermediate teams shall be in the following order:

i. Players Little League age 13 not on a CLL Junior League team roster.

ii. Players Little League age 13 on a CLL Junior League team roster.

iii. Players Little League ages 11 or 12 not eligible to play in the CLL Majors division.

iv. Players Little League ages 11 or 12, on a CLL Majors division team roster.

4. Baseball Majors

a. League participation will be age eligible players Little League ages 9, 10, 11 and 12 selected through the draft process.

b. All eligible 11 and 12-year old's that try out or have a written excuse to miss the try out submitted to the Player Agent must be drafted.

c. To be eligible, all 9's trying out must have played 1 year in AAA minors.

d. The league will have the following options for 9 year olds entering the majors draft. The league will select the option that best suits the league for that particular season.

Option 1 – all eligible 9 year olds will enter the draft.

Option 2 – all 9 year olds that finish in the top 15% of 9 year olds will enter the draft.

Option 3 – all 9 year olds that finish in the top 15% will enter the draft.

e. All 12's, 11's, 10's and eligible 9 year olds will be available to be selected in the majors division draft.

f. Call-Ups – If a team is required to call-up a player from the Minor League Division, the player shall be selected according to the following order:

1. Oldest 12-year-old available

2. Oldest 11-year-old available

3. Manager choice of available 10-year old's that participated in the Major League Division tryouts.

4. Manager choice of available 10-year old's that did not participate in tryouts

g. Scoreboards must be kept by the appropriate teams.

h. All Potential Head Manager Candidates must go through an interview process with the league president, the player agent, and the division V.P for proper vetting and recommendation to the board.

i. All players will bat in continuous batting order.

j. Free substitution. Players must play in the field at least two innings during the game.

k. If after five innings, four and one-half innings if the home team is ahead, one team has a lead of ten (10) runs or more, the manager of the team with the least runs shall concede the victory to the opponent.

5. Softball District 7 Rules applicable all Softball Divisions participating in District 7 regular season games. (Majors, Minors, Farm)

a. All IF positions must wear a protective face mask for Minors and Farm

b. Pitcher and corner IF are required to wear a face mask.

h. All batters and base runners must wear helmets with a full cage.

6. Minor League Divisions

A. Baseball Minors – AAA Division

a. League participation will be eligible players ages 8, 9, 10 in accordance with LL International Rules. 8 yr. old are required to have played a minimum of 1-year AA baseball.

b. Coaches not in umpiring capacity are not allowed on the field of play during game time with the exception of the coaching boxes, to remove a pitcher, or to tend to a player's injury. ONLY LEAGUE APPROVED coaches allowed on the field starting with pregame warm ups through completion of the game.

c. A minimum of one coach to remain in the dugout area when one or more players are on the bench.

d. 5 Run rule is in effect or 3 outs, whichever comes first.

e. Each team will field nine (9) defensive players. Minimum playing time for players will be nine (9) defensive outs.

f. Pitchers subject to LL International Pitching Rules regarding number of pitches that can be thrown and days of rest required.

g. No inning to start after 7:30 p.m. or 1 hour and 45 minutes after the start of the game.

h. Home plate: Two (2) umpires will be assigned by the league when possible. Umpire's decisions are final. Questioning of balls/strikes fair/foul or safe/out in not allowed. Coaches can ask for a rules clarification. Arguing with umpires is not allowed. If both umpires are under the age of 18, then the Home team will provide a CLL approved adult volunteer whose job is to act as the Game Coordinator.

Adult Game Coordinator – The person responsible for the safety of the game if there is not an adult umpire present (umpire 18 years of age or older). Home team is responsible for providing the Game Coordinator. If the Home team does not have a Game Coordinator, the visiting team may provide one. Rule 9.03 (d) If no adult umpire is available for a game, and non-adult umpires are used exclusively for that game, the local Little League must assign an adult as Game Coordinator, or the game cannot be played. The Game Coordinator must not be a manager or coach of either team in the game, and cannot be assigned as Game Coordinator for more than one game at a time. The Game Coordinator duties are: 1. To be included in the pre-game meeting as noted in Rule 4.01. 2. To remain at the game at all times, including between half-innings, in a position to see all actions on the field and in close proximity to the field (not in any enclosure). If, for some reason, the Game Coordinator is not present or is unable to perform his/her duties for any reason, the game must be suspended until the Game Coordinator returns, or until a new adult Game Coordinator is present and assumes the duties of Game Coordinator for the remainder of the game. 3. To oversee the conduct of all players, manager, coaches and umpires in the game. If conduct is questionable or the umpire looks rattled, the Game Coordinator would ask the umpire to call time out and discuss. The coordinator is there to back up the umpire and should witness warnings to the bench for inappropriate conduct. 4. To have the authority to disqualify any player, coach, manager or substitute for objecting to the decisions of an umpire, for unsportsmanlike conduct or language, or for any reasons enumerated in these Playing Rules, and to eject such disqualified person from the playing field. If the Game Coordinator disqualifies a plyer while a play is in progress, the disqualification shall not take effect until no further action is possible in that play. 5. To have the sole ability to judge as to whether and when play shall be suspended during a game because of inclement weather conditions or the unfit condition of the playing field; as to whether and when play shall be resumed after such suspension; and as to whether and when a game shall be terminated after such suspension. Said Game Coordinator shall not call the game until at least thirty minutes after play as suspended. The Game Coordinator may continue suspension as long as there is any chance to resume play. This supersedes Rule 3.10

i. Normal regulation Base on Balls (walks) and Strikes counts will apply.

j. Stealing of bases and feet first sliding allowed. NO HEAD FIRST slides allowed unless returning to the base. Any player who slides head first shall automatically be called out.

k. Bunting ALLOWED.

l. Scores to be recorded, standings will be kept.

m. Minimum playing time shall be 1 inning in the infield. It is suggested that players should not sit more than 1 consecutive inning. If the manager and coaches deem a player to be a safety risk for infield play, the division VP, CLL Player agent, and player's parent or guardian must approve a waiver of the minimum infield playing time.

n. In order to speed up the game, there will be unlimited steals of home allowed.

o. Each team shall bat a continuous batting order or 3 outs, whichever comes first.

B. Baseball Minors – AA Division

a. League participation will be eligible players at Little League ages 7 & 8 years old in accordance with LL International Rules.

b. Only league approved coaches to be on the field – NO EXCEPTIONS. Coaches may remain in fair territory for instructional purposes during defensive play. Offensive team's coach to remain behind the mound and will call ball, strikes, and outs. At least one coach must remain in the dugout area when there are one or more players on the bench.

c. Each team shall bat a continuous batting order or 3 outs, whichever comes first.

d. No on Deck batters- All batters waiting their turn at bat are to remain in the dugout area. No swinging of bats in the dugout area.

e. Each team can have up to 10 defensive players in the field – the 10th player must be in the outfield to make a max of 4 outfielders.

f. No Bunting.

g. No Infield Fly rule.

h. Player's must play 2 consecutive innings and be rotated to different defensive positions each inning, with the exception of the pitcher and catcher. Players must play a minimum of 1 inning in the infield.

i. Pitchers can pitch no more than 50 pitches per game subject to LL International pitch count rules.

j. There will be no base on balls given to a batter. The pitcher will pitch until four balls are reached on the batter, then the coach of the at bat team will pitch to the batter until contact with ball in fair territory or strike out is attained.

k. ONLY stealing of third base and sliding is permitted.

l. The maximum number of bases taken on a hit in fair territory is two bases. All runners who are not more than half way to the next base shall return to the base they came from once the defensive team has control of the ball in the infield. The term "has control of the ball" means an infielder has the ball securely either in his throwing hand or his glove. If a runner is more than half way to the next base the runner may proceed to the next base at the runner's risk of being thrown out even if the defensive team has control of the ball in the infield. The defensive team may attempt to get that runner out or let him advance and simply get the ball to the pitcher. If the defensive team makes an attempt to get the runner out as referenced in the previous sentence then the other runners are then free to advance at their own risk of being thrown out. After a hit in fair territory at no time may runners advance if they are less than half way to the next base once the pitcher has the ball while on the pitching rubber.

n. No scores or standings will be recorded.

o. There will be no playoffs.

C. Baseball Minors – A Division

a. This division is designed to bridge the gap between Tee Ball and 2AA Minors for 6-7-year old's in accordance with Little League International Rules.

b. Minors – A division is a Coach-pitch division only.

c. To be eligible players Little League age 6 must have played at least one year in tee-ball.

d. Coaches shall officiate as umpires during Minors – A division games.

e. Minors – A division games shall last 4 innings or 90 minutes whichever comes first.

f. There shall be no official score keeping during the game.

g. A player who throws the bat is out (if it travels more than five feet from home plate).

h. A player who slides into any base is automatically out.

i. All batters and base runners must wear protective helmets with facemasks.

j. It is strongly recommended that the managers/coaches rotate the players to as many different field positions as possible.

k. Once a batted ball is under the control of an infielder, runners may not advance to the next base.

1. Runners should not be encouraged to take extra bases. There is no advantage at this level and players can get hurt.

2. The last batter of each inning should not be encouraged to circle the bases. Play it like any other at bat – no advancing once the ball is under the control of an infielder.

l. Defensively every player will play every inning.

1. A player will be positioned in each of the 6 infield positions.

2. Catcher's must wear the catcher's equipment and be positioned behind the plate when the batter is at bat.

3. Pitchers must be positioned on the pitcher's plate until the batter puts the ball into play.

4. Any remaining players shall play the outfield.

5. Offensively every player will bat every inning.

6. A team's turn at bat will end when each player has had a turn at bat.

7. Only league approved coaches to be on the field – NO EXCEPTIONS. Coaches may remain in fair territory for instructional purposes during defensive play.

III. DRAFT RULES FOR DIVISIONS MAJORS AND HIGHER

A. CLL will follow the LL rulebook pertaining to Drafting of teams. CLL will utilize the prescribed plan that best suits the league.

IV. PLAYOFF RULES

1. One Division League:

a. 1st place team is the regular season champions

b. The playoff seeding Tiebreaker is to be determined by:

a. Head to head record during regular season

b. Run differential

c. Coin toss

c. All teams make the playoffs

d. Round One is a one (1) game series. Round 2 and 3 is a best of three (3).

e. The team with the better record is the Home Team. Tiebreakers will be:

1. Head to head record during regular season

2. Run differential

3. Coin toss

f. In Round 2, The 1st place team will play the lowest seeded team; the 2nd place team will play the next lowest seeded team, etc.

g. If there are an odd number of teams or the pairings cannot be made to reach a championship game evenly, the Division V.P. will determine first round byes.

h. Playoff champion will be the winner of the last game.

i. In a league with 5 teams, round 1 will be a play in game between the 4 and 5 seed, in a league with 6 teams, the first and second place teams will get a round 1 bye.

2. Two Division League:

a. Top three (3) teams in each division will make the playoffs.

b. Winners of each division will receive first round byes.

c. Tiebreakers will be as follows and will be followed throughout the playoffs:

1. Head to head record.

2. Division Record (if from the same division).

3. Coin Toss (League President, or Division V.P. in the event of a conflict of interest, will be responsible for scheduling and tossing of the coin).

d. First Round – One Game – The second-place team in each division will play the third-place team in the same division. Home teams will be the second-place teams.

e. Second Round – Best of three games – The division winning team with the best record will play the first-round winner with the worst record. The other division winning team will play the other first round winner. Home team for games 1 will be the division winning teams. Home team will then alternate for remaining games.

f. Championship Round – Best of three games – The winner of the second round play each other. Home team for game 1 will be team with the better regular season record. For tiebreaker see rule IV.2.c. Home will then alternate for remaining games.

g. Playoff champion will be the Championship Round series winner.

V. ALL STAR TEAM SELECTION GUIDELINES

A. All Star Committee: The committee will consist of the following: League President, League Vice President, Player Agent, VP Majors Baseball, VP Major Softball, and VP Player Development. The committee will determine whether the league will use option one or option two as defined in the subsequent paragraphs B and C. The committee will also make any major decisions within those two options regarding the evaluation process as well as the structure of the teams that will compete in the tournament.

B. OPTION ONE-Coach Vote

Division All Star Teams will be selected by the approved managers and coaches from the division. Each team will have three (3) votes. The Board approved manager, the second and third Board approved assistant coaches.

2. Each manager/coach will select twelve (12) players from all eligible registered players.

3. The All Star Committee will determine whether the league will have age specific teams or to use the age breakdowns prescribed by the Little League tournament rules.

4. If the All Star committee decides that the teams will be age specific, only 12's are eligible for the 12-year-old All Star Team, only 11's are eligible for the 11-year-old All Star team, and only 9/10 are eligible for the 9/10 All Star team.

5. If the All Star committee decides to use the age breakdowns prescribed by the Little League tournament rules all of the following members must approve of the movement of a player to the higher age level: managers of both affected teams, parents/guardians of the player, and the members of the All Star Committee.

6. The All-Star Manager shall select the roster size for each Division All-Star team. The players who receive the most votes will comprise the Division All Star teams

7. All ties will be determined by the League President and the Player Agent. Exception to this rule, the Intermediate/Junior/Senior League Vice President may recommend to the League President and Player Agent that up to 14 Players make the All-Star Team.

8. Once enough players have been selected, the two (2) players who receive the next most votes will be the Division All Star alternates. If for any reason any of the original All Stars cannot fulfill their team obligations and the team cannot fulfill the minimum roster size per Little League International Rules, the Player Agent will fill the position(s) on the team with an alternate, selecting the alternate with the most votes first. Should a tie occur in selecting an alternate to the team, the oldest player shall be selected.

9. The names of the two alternates will not be disclosed unless the situation necessitates doing so.

10. Ballots, when completed, will be turned in to the Player Agent and tallied by the Player Agent and League President. The League Vice President may be substituted for either if needed.

11. Results of the voting, other than the names of the players selected for the Division All-Star Teams shall remain confidential.

C. OPTION TWO- Tryouts

1. Tryouts will be held and players will be evaluated in five stations by independent evaluators. Those scores will be used to rank all players from top to bottom. Players will receive a rank by age and an overall ranking.
2. Players must finish in the top 15% overall to play on a higher age specific team.
3. Regular season managers/coaches will evaluate players character, sportsmanship, attitude, coachability and behavior for the players that they have on their teams. This will be a determining factor in the selection process.
4. The individual evaluation data results will remain confidential. The evaluations will only be shared with the independent evaluators, league president, and VP of player development.
5. The league president and VP of player development will compile and rank players using the data from the tryouts and assessments from the coaches. They will only report the rankings of players to the All Star Committee. The All Star team will be based on the best players according to the final rankings. Once determined, the league will announce the members of the teams to the community.
6. The All Star Committee will determine whether the league will have age specific teams or to follow LL Tournament rules.
7. If the All Star Committee decides that the teams will be age specific, only 12's are eligible for the 12-year-old All Star Team, only 11's are eligible for the 11-year-old All Star team, and only 9/10 are eligible for the 9/10 All Star team.
8. If the All Star Committee decides to use the age breakdowns prescribed by the Little League tournament rules all of the following members must approve of the movement to the higher age level: managers of both affected teams, parent/guardian of the player, and the members of the All Star Committee.

10. The All-Star Managers will be determined as follows:

    i. Majors Divisions – Recommended/nominated by League Division VP, League President, and approved by CLL Board of Directors for all 3 teams. Factors such as sportsmanship, qualifications, coaching experience and skill, coaching style or demeanor, season record, and disciplinary history/issues must be considered in the nomination process as well as the approval process.

    ii. Intermediate/Junior/Senior Divisions – Recommended/nominated by League Division VP, League President~~,~~ and approved by CLL Board of Directors for all teams. Factors such as sportsmanship, qualifications, coaching experience and skill, coaching style or demeanor, season record, and disciplinary history/issues must be considered in the nomination process as well as the approval process.