



Bylaws and Operations Manual

2026

I. Contents

I.	Definitions	3
II.	Divisions	4
III.	Policies	5
IV.	Team Appearance Policy	6
V.	Player Uniform Policy	6
VI.	Game Protesting	6
VII.	Game Ejections	6
VIII.	Interleague Procedures	7
IX.	Procedure for Selecting Regular Season and Postseason Managers and Coaches	8
X.	Draft Rules and Procedures	10
XI.	All Star Selection Policy – Baseball	14
XII.	All Star Selection Policy – Softball	16
	Invitational Selection Process	17
XIII.	All Star Player Expectations	
XIV.	All Star Travel Policy	19
XV.	House Rule Violations (White Sheet)	20
XVI.	Pool Player Policy	22
XVI.	In House Rules – Baseball	23
XVII.	In House Rules – Softball	28
A.	Division Specific Rules – Softball	28
		pool

I. Definitions

1) Timelines

- a) Pre-season - The period of time from the release of team rosters prior to the first Regular Season game in a given division.
- b) Regular season- The period of time from the first game in a given division to the last scheduled Regular Season game in a division.
- c) Post-season - The period of time from the last scheduled Regular Season game in a given division until the last game of all-star competition, if applicable.
- d) Off-season - The period of time from the last game of Fall season to the release of team rosters.

2) Playing Seasons

- a) Spring- The period of time extending from assessments through the end of regular season or post-season play; typically runs Feb 1 through Early June
- b) All Star-The period of time commencing with the announcement during the Spring season of Tournament Team (All Star) rosters and extending until all tournament teams are eliminated from tournament play; typically, Early June through potentially end of August.
- c) Fall - The period of time beginning with opening of fields by Chesterfield Parks and Recreation and extending through the end of regular season and any post-season play; typically runs September 1 through mid-November.

3) Registration

- a) Registration Period - -The period of time from the opening of player Registration for a given season to the closing of On-Time Registration for that playing season. The Registration Period shall be established by the Board of Directors prior to the opening of the Registration Period for each playing season.

Note: The Board of Directors, may at its discretion for any given playing season, establish different Registration Periods for League divisions based on League demographics, expected enrollment, or other criteria.

- b) Waitlist Period - The period of time from the closing of Registration for a given playing season to the first game for any team in that playing season.
- c)
- d) On-time Registration-A player Registration completed during the Registration Period for a given playing season. All players completing an On-Time Registration are guaranteed a team assignment for that playing season.
- e) Waitlist registration player registration completed during the Waitlist period. A player on any waitlist will be placed on a team if space permits.

4) Player

- a) A member of the League.

- b) A minor with amateur status of appropriate league age who resides within the boundaries of the League and has successfully completed a paid Registration for a given playing season.

Note: includes individuals who have been waived to participate in the League under Regulation II(d) or IV(h).

5) Manager

- a) A member of the League.
- b) An adult volunteer who has completed an application to manage a team, has registered online as a volunteer, completed the required annual paper-based volunteer application (background check form), and has received a favorable background check.

Note: Manager Candidates may be required to complete an interview with the Board of Directors or a designated committee.

- c) The person appointed by the League President and confirmed by the Board of Directors, who appears on the roster of a team and is responsible to the League for the organization, operations, conduct, and administration of that team, including any equipment issued to it.

6) Coach

- a) A member of the League.
- b) An adult volunteer who has expressed a desire to coach a team, has registered online as a volunteer, completed the required annual paper-based volunteer application (background check form), and has received a favorable background check.
- c) A person appearing on the roster of a team and assisting the Manager in the conduct of the affairs of that team.

II. Divisions

Baseball	League Age Range	Softball	League Age Range
T-Ball	4-5	T-Ball	4-5
Coach Pitch T-Ball	5-6	Rookie	6-8
Rookie (Coach Pitch)	6-7	Minor	9-10
Minor A (Hybrid)	7-8	Major	11-12
Minor AA	9-10	Junior	12-14
Minor AAA	9-10	Senior or Combined	15-16 or 13-16
Major	11-12		
50/70	12-13		
Junior	13-14		
Senior or Combined	14-16 or 13-16		

III. Policies

1) Payment

- a) Registrations must be paid before that player can get a uniform. A uniform is required to play.
- b) Waitlist registrations should not be paid until those registrations are pulled off the waitlist. Once pulled off the waitlist, those registrations must be paid before a uniform will be distributed. A uniform is required to play.
- c) Any player who has a special need for payment is to apply for the registration fee scholarship and commitment form and submit to the president of the league for review
- d) Any player who has extenuating circumstances (very rare) can have their fee waived by the president by applying in writing and with verification of those extenuating and rare circumstances.

2) Refunds

- a) Full refund of registration fee
 - i) On or before draft - \$8 Processing Fee
- b) Partial Refund
 - i) After announcement of team rosters. -\$35 processing fee
- c) No refund
 - i) After the first scheduled regular season game or later.

3) Insurance Deductible Reimbursement

- a) The League will reimburse an individual up to the full amount of the \$50 Little League Accident Insurance deductible, upon presentation of sufficient documentation to the League Safety Officer and Treasurer.

4) W-9 Policy

- 5) All individuals who perform services for Chesterfield Little League as a non-incorporated independent contractor will be issued an IRS Tax Form 1099 if your total reimbursement for the calendar year totals \$600 or more. This policy is in accordance with Federal IRS tax regulations.
 - a) Each non-incorporated independent contractor will be required to submit a form W9 prior to being scheduled to perform any services for Chesterfield Little League.
 - b) No cash payments will be made so that Chesterfield Little League can maintain accurate records and provide the 1099 statements. The 1099 statements will be mailed by January 31st.

IV. Team Appearance Policy

The Chesterfield Little League Constitution states that, ***“The Board shall not permit the contribution of funds or property to individual teams but shall solicit funds for the common treasury of The Local League, thereby to discourage favoritism among teams and to endeavor to equalize the benefits of the Local League.”*** Chesterfield Little League shall not permit any team(s) to purchase or be provided coordinating/matching uniform or equipment accessories unless provided or approved by the Board of Directors. Violation of the team appearance policy is grounds for suspension and full reimbursement of costs incurred.

V. Player Uniform Policy

Chesterfield Little League provides jerseys and hats for all baseball players. Tee ball for baseball and softball may also be given pants, socks, and belt depending on the season. All players should wear the uniform items provided. If it becomes necessary for a parent to buy additional pants, belts, shirts, hats, or socks, they may purchase these items from the league if in stock, or from a local supplier. If items are bought outside of the league, the color and style should match the uniform items provided by Chesterfield Little League. **Use last names only when placing names on the backs of uniform jerseys. Team sponsors can be placed on the uniform with expense charged to the sponsor.**

VI. Game Protesting

Game Protests during the regular season are entirely under the jurisdiction of the Chesterfield Little League (CLL) Protest Committee.

The CLL Protest Committee is composed of the president, player agent, league umpire in chief (UIC) and one or more other officers or directors who are not managers or umpires. This committee is totally responsible for solving protests of regular season games. The Protest Committee will thoroughly question all participants related to the protested rule.

The President of CLL may consult with the District 5 Administrator or Regional Headquarters for interpretation of a rule or regulation as it applies to the protest, but not for a ruling on the protest. All participating parties will be properly notified of the ruling. The ruling by the CLL Protest Committee is final.

VII. Game Ejections

Pursuant to Little League rules, ejections from contests are not appealable.

VIII. Interleague Procedures

Overview:

Interleague Play allows leagues in which there are not enough teams to play a full schedule of games.

- The CLL board determines the number of teams per division as well as decides if interleague play is in the best interest of the players, parents, and the league.
- A District 5 Administrator develops a team schedule.
- Teams must travel to other District 5 LL Fields during the week and on weekends.

Competitive Structure:

- Interleague Structure – District-wide: If only a limited number of Teams can be structured, CLL may participate as a travel team within District 5, traveling to other Little League's within the District Boundary to compete. **A District 5 Administrator develops a team schedule** that allows all Little League teams to play against one another in a competitive regular season Baseball/Softball Division.
 - Virginia District 5 Little Leagues: All current D5 Little Leagues.
- Outside District 5 Boundaries- Interleague Teams that choose to travel outside District 5 Boundaries can only do so as approved by CLL and the District Administrator under a Special Games permit.
- Local League Structure – In-House: If enough Teams can be formed, CLL will offer an “in house” Baseball/Softball Division that will consist of players from within CLL who choose to participate in Baseball/Softball Division play.
- Interleague play may be necessary to assist smaller leagues in all divisions in order to satisfy Little League minimal game requirements.

All Star Teams:

- Using the interleague or in-house structure, one All-Star tournament team will be formed by CLL following league policies, Little League rules and guidelines.
- If the CLL board does not feel it has enough players to field its own Tournament Team for any division, CLL may request a combination with another league, provided CLL has played a common schedule of games with teams in District 5 Interleague Play.

Uniforms:

Interleague Structure – District-wide:

- One Team: Players on this team will be provided only one uniform for use during regular season and All-Star Tournament play. This team shall be outfitted in a CLL All-Star uniform as a cost savings for players that choose to participate in Tournament Play.
 - If uniform accessories, i.e. vest/shirt and or hat are required at a later date to match other CLL All-Star Teams for tournament play, additional uniform cost will be required per player at that time.
- Two or more Interleague Teams: Uniforms provided the same as in-house teams.

IX. Procedure for Selecting Regular Season and Postseason Managers and Coaches

Our goal at Chesterfield Little League is to provide all of our players with a fun, positive atmosphere that provides the opportunity to learn the fundamental skills and rules of Little League Baseball/Softball. Player's safety is always our top concern. The selection of managers and coaches are extremely important and is done with great care.

The selection of managers and coaches are done on a season-by-season basis. Manager/Coach positions do not automatically carry over from one season or year to the next. The President will prepare and present a list of acceptable Manager/Coach applicants to the Board of Directors for final approval. The President and the Board of Directors has the right to appoint or not appoint any Manager or Coach Applicant.

- a. **Little League International prohibits local leagues to disclose the reason(s) the Board of Directors appointed or did not appoint a manager/coach to the manager/coach applicant. Chesterfield Little League strictly adheres to this rule, thus no additional information regarding the Board decision will be shared with the applicant, without exception.**

Initial manager selection notifications will begin in mid-December and may continue through player skills assessments as needed. Additional managers may be required after the assessments and draft depending on late player registrations.

All prospective managers and coaches must:

1. Complete the adult volunteer online registration.
2. Obtain a Chesterfield County Parks and Recreation Volunteer Background Check card. Prospective managers must provide evidence of possession of or pending possession of the card prior to the draft. Prospective coaches must provide evidence of possession of or pending possession of the card prior to beginning help with practices.
3. Be cleared through the Little League required background check. The check will be submitted, and results reviewed by the President of Chesterfield Little League. **Chesterfield County Parks & Recreation's Coaches Card Background Check process is not an approved substitute for the LL Background Check Program.**
4. Attend pre-season Managers/Coaches clinics and successfully complete the CLL Coach Certification program. Managers must attend one of the clinics and **must** successfully meet the minimal requirements for CLL Coach/Manager Certification.
5. Managers may select two adult Coaches (three for Tee Ball, Rookie and Hybrid). **Managers must submit the names of their desired coaches to the**

league President for review. The league President will present an approved list to the Board of Directors for final vote and approval/denial.

6. All managers and coaches must have in their possession their Chesterfield County Parks and Recreation Volunteer card during all on field activities.

Factors considered, in no particular order, in selecting Managers & Coaches:

1. Demonstrate knowledge of softball/baseball fundamentals and coaching experience.
2. Demonstrate willingness to attend all coaches' meetings before, during and after the season.
3. Demonstrate willingness to attend all required Manager/Coach Certification Sessions sponsored by Chesterfield Little League.
4. Actively assist in pre-game field preparation (bases, drag, rake, line, score boxes, etc.) if needed.
5. Agree to follow and support the rules, procedures and guidelines provided by both Little League International and Chesterfield Little League.
6. Agree to assist with non-sport activities, such as promoting and/or organizing fundraisers; managing team coverage of the concession stand; helping organize such things as Assessments, Opening Day, facilities clean up, picture day, etc.
7. Demonstrate positive attitude, with traits of courtesy, patience, and discipline.
8. Demonstrate good time management and organizational skills.
9. Dependability to be on time for games and practices and to be prepared to run the activities.
10. Agree to help with League umpiring needs if umpires are unable to officiate due to short scheduling changes for makeup games.

X. Draft Rules and Procedures

The Draft is structured to encourage the equitable distribution of talent among teams in a division.

General Guidelines

- Managers should make their selections based on player evaluations made at the skills assessments.
- Draft proceedings are confidential. Under no circumstances will any communication, electronic or otherwise, be allowed in the draft. Violation of this rule is grounds for removal.
- Players should never be told in which round they or other players were drafted.
- Independent assessments, 2 or more, will be provided by the league. The independent assessors will include the division director and one other board member with no direct *connections* to the division being played.
- Players failing to attend the required number of tryouts/skills assessments will be ineligible to be drafted as a play-up.
- Only Managers will be allowed in the draft proceedings. If the manager is not available, the Player Agent will draft for them per Little League Operating Guidelines. There can be no substitute for the manager.

Rules

Prior to Player Selection:

1. All eligible players at all divisions (except T-Ball and Challenger) will be returned to the draft.
2. All team names will be determined before the draft begins. Team names may only be traded before the start of the draft.
3. Draft selection order will be determined by draft order numbers drawn from a hat or other non-transparent container. Team selection order will be the reverse order of the finalized draft order. Draft order may be traded once, prior to the Team selection process.

Player Options:

- 1) Players will only be allowed to “play-up” one League Age year. Example, if a player is League Age 7, the player can only be eligible to play up to any division in which League Age 8 players are drafted (excluding 8-year old play-ups).
- 2) Any players wishing to be drafted to a higher level **must** attend the skills assessments at the division desired to play in. A list of all players requesting to “play-up” will be provided to all managers prior to the start of the draft. If the player is not drafted in the higher division in rounds 1-5, managers in the lower division will be advised of the player’s availability for draft.
- 3) If a player does not attend the tryout or skills assessment, they will be designated as a hat pick. They can only be removed from this designation if there is unanimous agreement from coaches and player agent at the draft that the player should be included in the draft. This will be evaluated on a case-by-case basis.
- 4) Managers or coaches found to be advising players not to come to assessments or perform

poorly shall be removed from the league as a coach or manager.

- 5) There will be no carpool requests accepted.
- 6) When there are two or more siblings in the draft, and the first brother or sister is drafted by a manager, that manager must automatically draft the other brother or sister on their next turn unless a parent requests they not play together. **NOTE: The Player Agent or Division Director will maintain a record of all siblings in the same draft, as well as any requests from parents or guardians regarding their placement on the same team. Siblings will be placed on the same team unless a parent or guardian specifically requests otherwise. Unless a request is made for siblings to NOT play together, the manager must select the sibling on their next turn.**
- 7) Unless specifically noted by a manager prior to the start of the draft, children of managers are secured by that manager. If the manager has sons and/or daughters eligible in the draft, and wishes to draft them, the parent/manager is required to exercise the option at or before the close of the specific draft round, depending on the League Age of sons and/or daughters. Parent/manager option takes priority over any other option.
- 8) Draft Rounds – the son(s) and/or daughter(s) of a manager must be drafted in or before the following round:

Baseball					
Draft Round	Minor	Little League	Intermediate	Junior	Senior
5	6-7	10	11	12	13-14
4	8-9	11	12	13	15
3	10	12	13	14	16

Softball				
Draft Round	Minor	Little League	Junior	Senior
5	5-7	10	12	13-14
4	8-9	11	13	15
3	10	12	14	16

- 9) With the exception of High School Junior Varsity and Varsity baseball players and managers' children playing on their team, all draft eligible players must attend a scheduled skills assessment. The names and ages of all players that did not attend the skills assessments will be read by the Player Agent, and then placed in the blind draft ("hat pick").

- 10) All decisions concerning a League Age 12-year old playing down to Minor must be made by the Charter Committee. A list of all 12-year old's not available for the Major Division draft will be provided to all managers prior to the start of the draft.
- 11) ***Managers may not contact players prior to 30 minutes after the completion of the Division draft.*** This allows for a 30-minute window for player trades immediately following the division's draft before players are notified. Before leaving the draft room, all trades must be completed through the Player Agent, who will ensure that there is a justifiable reason and that trades do not create an imbalance of talent. Both managers must agree to the trade. Player trades can only be made within 3 draft rounds, one up, one down or the same round. Hat pick players are not eligible for trade regardless of round.
- 12) All Cell phones and communications devices are to be left with the draft coordinator at the beginning of the draft and no outside communication is allowed after the draft begins.
- 13) No player may be drafted from a higher division down after the draft begins if they have been drafted at a higher level.
- 14) All hat picks will be randomly selected at the end of the draft by draft order.
- 15) Late registrations after the draft will be randomly assigned to a team with less players than other teams. This is not done by draft order.
- 16) Late player registrations will not be added to rosters until the completion of a one week "cool down" after the draft.

Draft Procedures - Baseball & Softball Minor A and Above

Round 1

- This round shall begin with the manager that drew the number 1 prior to the draft. The manager shall be allowed to pick any eligible player, in accordance with the rules above. Player selection shall continue in ascending sequential numerical order through the remaining managers to complete Round 1.
- **Managers are encouraged to pick pitchers and catchers.**

Round 2

- The manager that selected last in Round 1 will have the first pick in Round 2. Selection will continue in a descending sequential numeric order until all managers have selected. (Snake style draft).

Round 3

- The remaining rounds will follow the same formats as Round 1 and Round 2.

Draft Procedures - Baseball & Softball Rookie

- All Managers will assess all eligible players at the Player Assessment and place each player into a Tier based on the player's current ability. The Board of Directors will have

at least 1 independent assessor during assessments as well. Minimum number of assessors per division will be 5, including managers.

- All Managers' sons or daughters must assess and be appropriately assigned a tier. In the event they do not assess, they will be automatically assigned to Tier 1.
- Tiers are as follows:
 - Tier I - Advanced/Elite player for division
 - Tier II - Above average player for division
 - Tier III - Average player for division
 - Tier IV - Below average player for division.
 - Tier V - New players or developmental.
- All Manager and Independent assessor ratings will be compiled, averaged, and provided to all managers at the Player Draft by the Player Agent.
- Players will be drafted starting with Tier I, then Tier II, III, IV, and V respectively.
- Managers will have the ability to select from two consecutive tiers simultaneously. The draft will begin with tiers 1 and 2 open. Once all players from tier 1 are selected, coaches will then have access to the tier 3 players, therefore allowing them to choose from the remaining tier 2 and all tier 3 players. Once tier 2 players are all selected, tier 4 will then be open. This will continue in the same way through tier 5.

Round 1

- This round shall begin with the manager that drew the number 1 prior to the draft. The manager shall be allowed to pick any eligible Tier I player, in accordance with the rules above. Player selection shall continue in ascending sequential numerical order through the remaining managers to complete Round 1.

Round 2

- The manager that selected last in Round 1 will have the first pick in Round 2. Selection will continue in a descending sequential numeric order until all managers have selected. (Snake style draft).

Round 3

- The remaining rounds will follow the same formats as Round 1 and Round 2.

XI. All Star Selection Policy - Baseball

All-Star Eligibility - To be eligible for all-star or invitational team play, there can be no outstanding balance for regular season or all-star fee owed to Chesterfield Little League.

Before playoffs:

- 1) Teams announced per Little League rules.
 - 2) The President appoints a committee led by the VP of Baseball for player selection.
 - 3) Votes are tabulated; top 9 players make the team.
 - 4) The appointed manager breaks any ties.
 - 5) The All-Star manager fills the remainder of the team with players not in the top 9 to meet Little League's minimum requirements.
 - 6) The CLL Board retains all rights and responsibilities to populate these teams in the event of unforeseen circumstances including but not limited to "popularity contests," or chosen players not being available for tournament play
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- **Senior:** Senior Managers Meeting:
 - The committee will submit their list of top (10) 14-16's or 13-16's if no Junior Team.
 - **Junior:** Junior Managers Meeting:
 - The committee will submit their list of top (10) 13-14's.
 - **50/70:** 50/70 Managers Meeting:
 - At that meeting, each 50/70 Manager submits their list of top (10) 12-13's from 50/70 division players.
 - **Major:** Major Managers Meeting:
 - At that meeting, each Major Manager submits their list of top (10) 11-12's from Major division players.
 - **9/10/11:** Major Managers Meeting:
 - At that meeting, each Major Manager submits their list of top (10) 10's and 11's from Major division players.
 - **8/9/10:** Minor AA/AAA Managers Meeting:
 - At that meeting, each Minor Manager submits their list of top (10) 9-10's from Major and AAA and AA division players.
 - **6/7/8:** Coach Pitch Managers Meeting:
 - At that meeting, each Minor Manager submits their list of top (10) 6-8's from Rookie, Minor A, and Minor AA division players.

District Teams will be announced as permitted by Little League rule.

Invitational Selection Process:

(Teams selected after District Teams and based on League age, availability and restrictions as outlined by host league)

- 1) Invitational Managers will be permitted to carry the maximum number of District players as allowed by the host league. The manager will not be required to carry the maximum.. The manager will be required to carry the minimum number of players required by the host tournament rules. The Board of Directors for CLL requires a minimum of 12 players and strongly encourages each manager to consider taking 13 players.
- 2) The Invitational manager may select from the next lower age, if their parents have listed them as available.
- 3) If Players are not available for Invitational, the Invitational Manager will work with the Player Agent to contact players from the overall list.
- 4) Players will only be allowed to participate on 1 invitational team, unless approved by the CLL Board of Directors.

Invitational All Star Policy:

Before Tryouts:

- Players are encouraged to attend an open tryout.
- Players will be selected based on tryout. ***This is a tryout and it does not guarantee a spot on a team***
- Scores from assessments are tabulated, and the top 9 players make the team. The Selected All-star manager will fill in the rest of the team with players not in the top 9.
- Host leagues may allow a maximum number of district all star players to participate in invitational tournaments as well. CLL will adhere to the rules of the host league regarding district players on invitational rosters.

XI. All Star Selection Policy – Softball

All-Star Eligibility - To be eligible for all-star or invitational team play, there can be no outstanding balance for regular season or all-star fee owed to Chesterfield Little League.

Before playoffs:

- 1) Teams announced per Little League rules.
- 2) The President appoints a committee led by the VP of Softball for player selection.
- 3) Votes are tabulated; top 9 players make the team.
- 4) The appointed manager breaks any ties.
- 5) The All-Star manager fills the remainder of the team with players not in the top 9 to meet Little League's minimum requirements.
- 6) A roster with a minimum amount of players required by Little League.
- 7) The CLL Board retains all rights and responsibilities to populate these teams in the event of unforeseen circumstances including but not limited to "popularity contests," or chosen players not being available for tournament play

Senior: Selection

Use the following for international tournaments for all divisions/sports.

- A committee consisting of each Manager from the division, VP of Softball and Softball Player Agent will submit a list of Top 9 players.

Junior: Selection

- A committee consisting of each Manager from the division, VP of Softball and Softball Player Agent will submit a list of Top 9 players.

Major: Selection

- A committee consisting of each Manager from the division, VP of Softball and Softball Player Agent will submit a list of Top 10 players.

9/10/11: Selection

- A committee consisting of each Manager from the division, VP of Softball and Softball Player Agent will submit a list of Top 10 players

8/9/10: Selection

- A committee consisting of each Manager from the division, VP of Softball and Softball Player Agent will submit a list of Top 10 players

6/7/8 Coach Pitch: Selection

- A committee consisting of each Manager from the division, VP of Softball and Softball Player Agent will submit a list of Top 10 players

Junior and Senior may be combined to form one All Star Team based on the number of players available. This could be Junior or Senior based on ages.

Invitational Selection Process

(Teams selected after District Teams and based on age, availability and restrictions as outlined by host league)

- Invitational Managers will be permitted to carry the maximum number of District players as allowed by the host league. The manager will not be required to carry the maximum; however, it is suggested. The manager will be required to carry the minimum amount of players required by Little League or the tournament host. The CLL Board of Directors strongly encourages each manager to consider taking 13 players.
- The Invitational manager may select from the next lower age, if their parents have listed them as available.
- If Players are not available for Invitational, the Invitational Manager will work with the Player Agent to contact players from the overall list.
- Players will only be allowed to participate on 1 invitational team, unless approved by the CLL Board of Directors.
- Players are encouraged to attend an open tryout.
- Players will be selected based on tryout. ***This is a tryout and it does not guarantee a spot on a team***
- Scores from assessments are tabulated, and the top 9 players make the team. The Selected All-star manager will fill in the rest of the team with players not in the top 9.
- Host leagues may allow a maximum number of District All Star players to participate in Invitational tournaments as well. CLL will adhere to the rules of the host league regarding district players on invitational rosters.
- The All-star manager will fill in the rest of the team with players not in the top 9 but received votes.
- Managers final player picks must be approved by the VP of Softball and Softball Player agent.
- If there are any ties in the top 9, the all-star manager will break the tie.
- The CLL Board retains all rights and responsibilities to populate these teams in the event of unforeseen circumstances including but not limited to "popularity contests," or chosen players not being available for tournament play.

XII. All Star Player Expectations

- Players must commit to full Tournament schedule which begins with the District tournament and could extend to State, Regional, and World Series throughout the summer
- Players must commit to the full Practice schedule. Players missing more than 2 practices may be considered for removal from the team.
- NOTE: exemptions can be made for life events, injury or other extenuating circumstances on a case by case basis.
- Players and families are representing Chesterfield Little League and are expected to speak and act in a way that represents the league and the county well.
- All travel costs for tournaments are the responsibility of each individual family.

XIII. All Star Travel Policy

For District 5 Tournaments:

- No reimbursement for any expenses.

For Virginia State Tournaments:

- **Teams must advance playing from a district tournament to be eligible for reimbursement.**
- **Hosted at any D5 League – No Reimbursement**
- **Hosted within a 60-mile radius of CLL (and not a D5 league)** (based on Google Maps directions from Manchester HS complex to State location) - One-time family gas stipend of \$50
- **Distance of 60 miles or greater** (based on Google Maps directions from Manchester HS complex to State location):
 - CLL will reimburse each rostered player \$100 per tournament (State and TOSC) where other organizations do not reimburse to help parents cover lodging & food expenses.

For Regional and World Series:

- Room and Board is now covered by Little League International, no food allowance.

NOTE: Prior to the tournament departure, the President and Treasurer will determine the reimbursement procedures for the lodging expenses and any fundraisers to help support CLL.

XIV. House Rule Violations (White Sheet)

The intent of the policy is to be reasonable, to understand and enforce, to not materially impact the outcome of the game or penalize the players, and to put the accountability on the Managers, umpires and Board of Directors to enforce the Chesterfield Little League White Sheet Rules (WSR) and certain fundamental LLI rules.

Official Warning

- If the opposing team Manager or umpire observes a WSR violation, the opposing Manager or an umpire immediately notifies the violating team's Manager (calling time out is recommended).
- The opposing and/or violating Manager should assist in correcting the violation.
- The situation must be reviewed with the umpire immediately.
- The umpire must ensure the violating Manager immediately corrects the violation.
- The opposing Team Manager and/or umpire is obligated to report this violation to the Division Director. The Division Director is obligated to follow up with both Team Managers/Coaches, Umpire(s) and parents as he/she deems necessary to document the violation.
- If the Division Director receives more than two (2) Official Warnings associated with the same Manager during the season, specific details (as researched by the Division Director) of both Violations are turned over to the CLL Disciplinary Committee for review and further action at their discretion.

Manager Ejection (this penalty will only apply to a limited number of core WSR and Little League (LLI) rules, as indicated in the WSR Violation Policy Addendum)

- If the Manager of the opposing team or umpire observes a WSR violation within the same game, (following an Official warning) the umpire should call time and eject the violating Manager.
- The umpire should ensure a violating team Coach corrects the violation.
- The violating team is not permitted to replace the coaching vacancy.
- The umpire should document the violation and ejection and is obligated to report the violation and ejection to the Umpire-In-Chief after the game.

After an Official Warning or Manager Ejection is reported to the Umpire-In-Chief by an umpire, the Division Director must discuss the situation with the violating Manager as soon as possible and report the situation to the CLL Disciplinary Committee for their awareness.

- For Official Warnings (first offense based on severity or intent), the Board may consider a subsequent one game suspension, in accordance with the CLL Article XIII – Disciplinary Policy for Unacceptable Behavior as administered by the CLL Disciplinary Committee.
- For Manager Ejections or continued violations of WSR's after two (2) Official Warnings (), the Board may then consider a one game or subsequent multi-game and/or remainder of the season suspensions, in accordance with the CLL Article XIII – Disciplinary Policy for Unacceptable Behavior as administered by the CLL Disciplinary Committee.

XV. Pool Player Policy

1) Acquiring a pool player

- a) Pool Play is strictly overseen by the Baseball/Softball Player Agent.
- b) Only the Player Agent/designee may fill teams.
- c) Managers may not contact Pool Play players.
- d) The Manager will contact the Player Agent as soon as the Manager realizes that there will not be a minimum of 9 (10 for rookie) players available for a game.
- e) Player Agents will make every effort to select players that are entered into the pool from the same division.
- f) If it is not possible to find a player in the same division, the Player Agent will then contact Pool Play players from the division below, excluding any players that are not of the appropriate league age for that division.
- g) As a last resort, the Player Agent will contact Pool Play players from the division above as permitted by LL age rules.
- h) At no time is a player not registered with the league to be used to fill in for a missing player

Violation of H will result in the game not counting towards eligibility for either team and the game will be declared a forfeit based on little league rule violations for using a non-rostered player

2) Use of Pool Players

- Pool Play players are not allowed to play the Pitcher position (at Minor Player Pitch Level and above).
- All other Pool Player guidelines are established in Regulation V, Guidelines 1-4.
- Pool players must bat last.

Violation of this policy will result in the following:

- First Offense – Suspension of the MANAGER for one game.
- Second Offense – Removal of the MANAGER for the remainder of the season – Ineligible to manage or coach all-star or invitational team.
- Subsequent violations by the team – Removal of acting manager for remainder of the season.

IN HOUSE TOURNAMENT POOL PLAYER RULES

- Must be approved by Player Agent and President
- Must bat last
- Must be in outfield only
- May not give a team more than 10 players or pool player is removed at that point
- **Violation without immediate correction will result in a forfeit if notified before game end.**

XVI. In House Rules – Baseball

- All Divisions
 - All Players that are present will be included in the batting order
- All Divisions
 - The outfield is defined as the grass line past the bases in the infield.
 - No player shall sit out defensively for two (2) consecutive innings. No player shall sit out defensively for a second time, until all other players in attendance have sat out at least one defensive inning. (Variance to rule 3.03 and Regulation V.4)
 - Minor A and Above – The Starting Pitcher and/or Catcher are exempt from this rule

Note: Starting Pitcher and/or Catcher is defined as the player that started the game at pitcher or catcher, once they vacate either of those positions, they will no longer be excluded from sitting requirements.
- All Divisions
 - The League adopts the option of allowing a team to start a game with eight (8) players in position and batting order, with the ninth position in the batting lineup being a skip without penalty. If a ninth player shows up late to a game, the manager may choose to enter the player into the lineup, with said player added to the end of the current lineup. (Variance to rule 4.04 and Regulation V.4)
- Rookie (Coach Pitch) and Above
 - Players may be substituted freely; however, no player but the pitcher may be substituted once an inning has started except for illness, injury, or a pitching change in kid pitch divisions. (Variance to rule 3.03 and Regulation V.4)
- Minor and Above
 - Gamechanger is the official system of record and the Home team is responsible for the official book. In the event a scorebook is utilized, scores and pitch counts must be input into Gamechanger following the game.
- Minor AA (Player Pitch) and Above
 - The League adopts the option of allowing a “courtesy runner” for a catcher and/or pitcher of record when there are two (2) outs. The “courtesy runner” in a continuous batting order must be the player in the batting order who made the last out. (Adoption of Rule 7.14 (b) and Regulation V.4)
- All Regular Season Games can end in a tie
 -
- Time Limits and Run Limits

Division	No New Inning After	Minimum Innings Required	Run Limit	Mercy Rule
T-Ball & Coach Pitch T-Ball	50 minutes	No Minimum	Bat Lineup	
Rookie (Coach Pitch)	1:15	No Minimum	5 Runs/3 Outs	
Minor A (Hybrid)	1:45	Time Limit or Mercy Rule	5 Runs/3 Outs	15 after 3 10 after 4 8 after 5
Minor AA and AAA	1:45	Time Limit or Mercy Rule	5 Runs/3 Outs	
Major	1:45	Time Limit or Mercy Rule	None	
50/70	2:00	Time Limit or Mercy Rule	None	15 after 4 10 after 5 8 after 6
Junior	2:15	Time Limit or Mercy Rule	None	
Senior	2:15	Time Limit or Mercy Rule	None	

- The League adopts the option of not requiring the home team to bat in the bottom half of the inning should the run rule be reached.
- 50/70, Junior, and Senior Divisions- Games may continue beyond regulation (7 innings) within the allowed time limit. No new inning may be started after the time limit for that division has been reached. (Variance to rule 4.10 (b))
- **Play-offs**
 - Playoff games must have a winner
 - The home team is determined by seed until the championship and “if-game”. The winners bracket representative is the home team in the championship game. If another game is needed, the home team will be determined by coin toss.
 - In the event of a tie in the regular season standings, seeding will be determined first by head-to-head wins, followed by run differential, then runs allowed.
 - All playoff games, with the exception of the championship and “if-game” will follow league established inning limits and time restrictions.
 - The championship and “if-game” will have no time limit restrictions, but will still follow the run limits established for each division.

A. Division Specific Rules - Baseball

T-Ball Division

The T-Ball Division is considered an instructional division.

Defense

- The catcher, if used, shall wear a chest protector and a throat guard, but is not required to use a catcher mitt (*variance to rule 1.12*). The throat guard shall be secured to the batting helmet face shield. The pitcher shall be positioned on the pitching rubber, or in the near vicinity of the pitcher’s mound, and the catcher shall be positioned at the backstop and in line with home plate and the pitcher’s mound (*variance to rule 4.03(a) and rule 8.01(f)*).
- Players may be substituted freely. (*Variance to rule 3.03*)

Offense

- All balls must be hit from a tee; no coach pitching is allowed.
- Balls and strikes will not be called in this division. All batters will continue to bat off the tee until the ball is put in play. (*Variance to rule 6.05 and 6.08(a)*)
- A batted ball must cross the 10-foot arc around home plate to be a fair ball. The bat must meet the ball to be considered fair
- Runners may advance to 1st base once they have successfully hit the ball from the tee.

Coach Pitch T-Ball Division

The Coach Pitch T-Ball Division is considered an instructional division.

Defense

- The defense shall field a maximum of twelve (12) players consisting of six (6) infielders and with the remaining players positioned in the outfield.
- Each player must play at least one infield position per game. This shall not include the catcher's position.
- All outfield players shall be positioned in the outfield grass.
- The catcher shall wear a chest protector and a throat guard but is not required to use a catcher mitt (*variance to rule 1.12*). The throat guard shall be secured to the batting helmet face shield. The pitcher shall be positioned on the pitching rubber, or in the near vicinity of the pitcher's mound, and the catcher shall be positioned at the backstop and in line with home plate and the pitcher's mound (*variance to rule 4.03(a) and rule 8.01(f)*).
- Players may be substituted freely. (*Variance to rule 3.03*)

Offense

- A combination of coach-pitch and tee will be used in this division. If the batter has not successfully hit the ball after five pitches from the coach, the batter shall complete their turn at bat by hitting from a tee.
- Balls and strikes will not be called in this division. All batters will continue to bat until they hit a pitched ball fair or hit a fair ball off the tee. (*Variance to rule 6.05 and 6.08(a)*)
- A batted ball must cross the 10-foot arc around home plate to be a fair ball. The bat must come in contact with the ball to be considered fair.
- Runners may advance at their own risk until a defensive player has possession of the ball. The runner may only advance to the base they are going once a defensive player has possession of the ball.
- Each team's coach will pitch to their own players

Rookie - Coach Pitch (Ages 6-7)

The Rookie Division is considered an instructional division.

Coach Pitching Area/Box

- a 6-foot line will be drawn from the pitcher's mound towards home plate between 37'-43' from home plate.
 - Coach must have at least 1 foot engaged with the line during the pitch.
- Coach must actively avoid interfering with a batted ball or obstructing defensive players from retrieving the ball.
 - First offense in one game is a dead ball, no pitch.
 - Second offense in one game results in the batter being called out.
- Coach must use a full wind-up motion to pitch and may not be kneeling.
- Coach must pitch to their team.

Defense

- The defense shall field a maximum of ten (10) players consisting of six (6) infielders and four (4) outfielders. (*Variance to rule 1.01*)
- Each player must play at least one infield position by the 4th inning per game. Catcher is considered an infield position.
- Outfielders must begin the play in the grass portion of the outfield.
- The pitcher shall be positioned no closer than three (3) feet on either side of the pitching rubber, no further than eight (8) feet from the pitching rubber, and shall be even with or no more than five (5) feet behind (towards the outfield) the line between first base and third base.
- The pitcher cannot move forward of the pitching coach until the pitch is delivered.
- The catcher shall wear all little league regulation protective gear (catcher glove optional) and be positioned properly behind the plate. (*Variance to rule 1.12*)
- There is no infield fly rule in this division. (*Variance to rule 6.05*)
- There is no dropped third strike in this division. (*variance to rule 6.00k*)

Offense

- There will be no “slash” bunts (batter shows bunt then pulls back and swings at the ball)
- Batters will be allowed five pitches or three swinging strikes. The batter will be called out on the 3rd swinging strike. Batters are allowed unlimited foul balls on the last pitch. (*Variance to rule 6.05(b)*)
- Batters will not be walked. (*Variance to rule 6.08(a)*)
- Runners may advance according to the following: (*Variance to rule 7.0*)
 - Runners may not advance on overthrows.
 - When the ball is hit into the outfield, all runner(s) may advance at their own risk until the ball is fielded by an infielder anywhere in the infield. An outfielder who fields a batted ball within the infield is not to be considered an infielder. The outfield is defined as the grass portion of the outfield no matter the field.
 - When the ball is hit in the infield: all runner(s) may advance no more than one base at their own risk.
 - The play ends when an infielder has possession of the ball in the infield and the infielder is not actively making a play.
- Runners may not steal bases

Managers / Coaches

- 2 coaches, 1 manager and 1 Coach Pitcher are permitted within the playing area. Only two plus the Pitcher may be on the field and one must remain in the dugout at all times. Coach Pitcher cannot coach **runners, but may assist the batter.**
- 2 **defensive** coaches are allowed in the outfield. Coaches cannot touch the ball or players at any time.
- **There will be no appeals to umpire rulings.**

Minor A - Hybrid Player/Coach Pitch (Ages 7-8)

Defense

- Player Pitcher will pitch the first 2 innings.
- A coach will pitch to the batter after the pitcher has thrown 4 called balls to the batter.
- Batter will retain his strike count from Player Pitcher.
- Coach will pitch until 3 swinging strikes or five (5) pitches.
- A player will not take the base on a hit by pitch from the coach.
- Each player must play at least one infield position by the 4th inning per game. Catcher is considered an infield position.
- Player Pitchers shall pitch from 46' distance
- **A new pitcher shall be used each inning and may not pitch consecutive games.**
- The defense shall field a maximum of nine (9) players consisting of six (6) infielders and three (3) outfielders.
- Outfielders must begin the play in the grass portion of the outfield.
- The player pitcher shall be positioned no closer than three (3) feet on either side of the pitching rubber, no further than eight (8) feet from the pitching rubber, and shall be even with or no more than five (5) feet behind (towards outfield) the line between first base and third base when coach is pitching.
- The pitcher cannot move forward of the pitching coach until the pitch is delivered.
- There is no infield fly rule in this division. (*Variance to rule 6.05*)
- There is no dropped third strike in this division. (*variance to rule 6.00k*)

Offense

- A runner may not advance home on a passed ball or wild pitch.
- Runners may not steal bases
- A runner must be batted or walked in to score a run.
 - Batted in means a ball being put in play by the batter from a pitch delivered by the pitcher. During the subsequent play, runners are free to advance bases at their own risk until time is called by the umpire.
 - Walked in means any situation where runners occupy first, second, and third base simultaneously (bases loaded), and the batter is walked or hit-by-pitch and is awarded first base.
- On balls in play, runners may advance at their own risk, until one of the following occurs:
 - The defense hinders advancement of any baserunners.
 - The play ends when an infielder has possession of the ball in the infield and the infielder is not actively making a play.
 - All baserunners score.
 - Run limit is reached.
 - Overthrow Exception: If a play is made on any runner, and the throw gets past a defender, all runners may advance a maximum of one additional base. There is a maximum of one additional base per play, subsequent overthrows are ignored.

Coach Pitching Area/Box

- a 6-foot line will be drawn from the pitcher's mound towards home plate between 37'-43' from home plate.
 - Coach must have at least 1 foot engaged with the line during the pitch.

- Coach must actively avoid interfering with a batted ball or obstructing defensive players from retrieving the ball.
 - First offense in one game is a dead ball, no pitch.
 - Second offense in one game results in the batter being called out.
- Coach must use a full wind-up motion to pitch and may not be kneeling.
- Coach must pitch to their team.

Minor AA - Player Pitch (Ages 9-10)

Defense

- Each player must play at least one infield position per game by the 4th inning.

Offense

- A runner may not advance home on a passed ball or wild pitch.
- A runner must be batted or walked in to score a run.
 - Batted in means a ball being put in play by the batter from a pitch delivered by the pitcher. During the subsequent play, runners are free to advance bases at their own risk until time is called by the umpire.
 - Walked in means any situation where runners occupy first, second, and third base simultaneously (bases loaded), and the batter is walked or hit-by-pitch and is awarded first base.

XVII. In House Rules – Softball

- All Divisions
 - All Players that are present will be included in the batting order
 - The outfield is defined as the grass line past the bases in the infield.
 - No player shall sit out defensively for two (2) consecutive innings. No player shall sit out defensively for a second time, until all other players in attendance have sat out at least one defensive inning. (Variance to rule 3.03)
 - Minor and Above – The Starting Pitcher and/or Catcher are exempt from this rule

Note: Starting Pitcher and/or Catcher is defined as the player that started the game at pitcher or catcher, once they vacate either of those positions, they will no longer be excluded from sitting requirements.

Major and Below: a pitcher remaining in the game, but moving to a **different position**, can return as a pitcher anytime in the remainder of the game, but only ONE time in the same inning.

Junior/Senior Divisions: A pitcher may be **withdrawn from the game**, offensively or defensively at any time, but can only return ONE time per inning.
- Rookie and Above
 - Players may be substituted freely; however, no player but the pitcher may be substituted once an inning has started except for illness or injury. (Variance to rule 3.03)
- All Regular Season Games can end in a tie
 - Playoff games must have a winner
- Minor and Above
 - A courtesy runner may be used to run for the pitcher and catcher of record. Runners must be last out recorded (either in the current inning or last inning).
- Time Limits and Run Limits

Division	No New Inning After	Minimum Innings Required	Run Limit	“Slaughter Rule” Minimum Innings Specified Apply
T-Ball	1:00	No Minimum	Bat Lineup	
Rookie	1:15	No Minimum	5 Runs/3 Outs	15 after 3 10 after 4 8 after 5
Minor	1:45	Mercy Rule or time limit	5 Runs/3 Outs	
Major	1:45	Mercy Rule or time limit	7 Runs/3 Outs	
Junior	1:45	Mercy Rule or time limit	7 Runs/3 Outs	15 after 4 10 after 5 8 after 6
Senior	1:45	Mercy Rule or time limit	7 Runs/3 Outs	

- For Junior and Senior Divisions- Games may continue beyond regulation (7 innings) within the allowed time limit. No new inning may be started after the time limit for that division has been reached. (Variance to rule 4.10)

A. Division Specific Rules – Softball

T-Ball Division

The T-Ball Division is considered an instructional division.

Defense

- The catcher, if used, shall wear a chest protector and a throat guard, but is not required to use a catcher mitt (*variance to rule 1.12*). The throat guard shall be secured to the batting helmet face shield. The pitcher shall be positioned on the pitching rubber, or in the near vicinity of the pitcher's mound, and the catcher shall be positioned at the backstop and in line with home plate and the pitcher's mound (*variance to rule 4.03(a) and rule 8.01(f)*).
- Players may be substituted freely. (*Variance to rule 3.03*)

Offense

- By default, all players will hit from a tee. Coaches may optionally pitch to select players. This is limited to 3 pitches and should not be forced on any player. If the ball is not put in play after the 3rd pitch, the player must finish the at-bat using the tee.
- Balls and strikes will not be called in this division. All batters will continue to bat off the tee until the ball is put in play. (*Variance to rule 6.05 and 6.08(a)*)
- A batted ball must cross the 10-foot arc around home plate to be a fair ball. The bat must meet the ball to be considered fair
- Runners may advance to 1st base once they have successfully hit the ball from the tee.

SB Rookie Division- Coach Pitch (Ages 6-8)

The Rookie Division is considered an instructional division

Defense

- The defense shall field a maximum of ten (10) players consisting of six (6) infielders and four (4) outfielders. One of the 6 infielders must play the position of Player pitcher.
- Each player must play at least one infield position by the 4th inning.
- Outfielder must begin play in the grass portion of the outfield
- The pitcher must stand behind the 35 foot pitching plate. He/she is free to move once the ball is pitched. The pitcher may wear a facemask or a NOCSAE helmet with a facemask. While not required a facemask is strongly recommended.
- The catcher shall wear all little league regulation protective gear (catcher's glove optional) and be positioned properly behind the plate.
- There is no infield fly rule in this division. (*Variance to rule 6.05*)
- There is no dropped third strike in this division. (*variance to rule 6.00k*)

Offense

- Each batter will receive 5 pitches or 3 swinging strikes. If the last pitch is fouled, batter will

receive additional pitches until they strike out or hit the ball.

- If the 5th pitch is missed or not swung at, the batter is out.
- Bunting is not allowed.
- Batters will not be walked. (Variance to rule 6.08 (a)).
- Runners must have one foot in contact with the base until the ball reaches the batter.
- Runners may not steal bases
- Runners may advance according to the following: (Variance to rule 7.0)
 - When ball is hit into the outfield, all runner(s) may advance at their own risk until the ball is fielded by a defensive infielder within the baselines.
 - When the ball is hit in the infield: all runner(s) may advance no more than one base at their own risk.
 - There is no advancement on overthrows.
 - The play ends when an infielder has possession of the ball in the infield.

Coach Pitcher

- The coach pitcher may speak to the batter until the pitch is thrown but may not coach the runners.
- Once the ball is put in play the coach pitcher should make every attempt to avoid interfering with the play.
- The coach/pitcher must pitch underhanded to each player and must be in contact with the pitching rubber at 35'.
- 2 coaches, 1 manager and 1 coach pitcher are permitted within the playing area. One must remain in the dugout at all times. **There will be no appeals to umpire judgment calls.**

SB Minor Division (Ages 9-10)

Defense

- Each player must play at least one complete inning at an infield position by the 4th inning or a game/inning is finished by run rule

FALL SEASON SPECIFIC MINOR DIVISION RULES

- Per batter, after the fourth ball from a player pitcher, a coach pitcher will come out to finish that batter. Upon completion of that batter, the player pitcher will return to pitching for the next batter. A coach will never START pitching to a new batter.
- Coach will get up to 5 pitches, resuming the count with the current strike count. Batter will hit the ball, strike out, or if they receive 5 pitches with neither happening they will be called out. The batter is allowed unlimited foul balls on the 3rd pitch.
- Players will not be allowed to walk while a coach is pitching, even if hit by pitch.
- There will be no stealing while the coach is pitching.

This concludes the approved Chesterfield Little League Bylaws.