

Chaires-Capitola Little League (CCLL), Inc. By-Laws

MISSION STATEMENT

The objective of the Chaires-Capitola Little League, Inc. ("Local League" or CCLL) shall be to provide a positive environment for children to develop as both baseball/softball players and citizens. As stated in the CCLL, Inc. Constitution, the focus of the Local League will be the enjoyment and understanding of the game of baseball/softball while promoting the ideals of good sportsmanship and respect for others.

This objective will be achieved through the hard work and dedication of all Members of the Local League. All persons who participate in this effort will be asked to honor the competitive nature of the game, but first and foremost, must foster our children's well-being, fellowship in the Local League, and individual character. We must lead by example and provide our children with positive, sportsman-like role models.

LEAGUE FISCAL YEAR

1. CCLL's fiscal year is October 1 – September 30.
2. The Local League will apply for the standard insurance from Little League International each year, including Liability and Accident Insurance.
3. The Local League can apply for protection from theft (crime insurance policy) also through Little League International.

ANNUAL REGISTRATION AND LEAGUE AGE DETERMINATION

All players and parents will be notified in advance of Local League registration by email, social media, and/or posted yard signs.

League age for fall seasons will be the same league age as the upcoming spring season. For example, for the 2023-2024 Fall and Spring seasons, the 2024 league age calendar will apply to both Fall and Spring seasons. For fall and the following spring:

- Tee Ball will include players league age 4 and 5
- Rookie Ball will include players league age 5 and 6
- Machine Pitch will include players league age 7 and 8
- Minors will include players league age 9 and 10
- Majors will include players league age 11 and 12
- Juniors will include players league age 13 and 14
- Seniors will include players league age 13 to 16

Players may be moved down a division based on evaluations and/or manager recommendation and parent requests. Players moving up to the next division prior to

reaching the specified league age for that division has cascading consequences for both divisions. Therefore, it will only be considered in extreme circumstances. Any decision to move a player up a division and out of his/her league age division must be approved by the President and Player Agents from both impacted divisions.

Number and league age of registrants aged 13 to 16 will determine whether the league forms a Junior division team, Senior division team, or both. The decision on team(s) to be fielded for a specific season will be made by a vote of the Board.

All registration forms, fees, medical releases and any other required forms must be completed and signed by the parent(s) or guardian of each player and be in the possession of the Local League ***before any player is allowed to practice or play in a game.***

UNIFORMS

Uniforms consist of a jersey, hat, baseball pants, socks, belt, and cleats. The Local League will provide a jersey and hat for each player based on the team to which the player is assigned. The manager of the team will inform parents of the required color pants, socks and belt to complete the team's uniform. Uniforms must be worn to play in a game. Uniforms are not required for practice.

DUTIES OF BOARD MEMBERS

Roles and responsibilities of Board Members will be shared with the Board, reviewed, and revised as necessary on a yearly basis. Roles and Responsibilities must be stored in a centralized location and shared with all board members at the start of each fiscal year. The League will follow Little League rules regarding Board Roles and Board Composition. See also the Chaires-Capitola Little League Constitution for duties and powers of the Board.

It is expected that all Board members assist regularly with general operations of the board including, but not limited to, board meetings and running the concession stand, unless involved in another significant activity, such as managing or coaching a team or regularly umpiring for the league. It is also expected that all Board members participate in and/or assist with league-wide events, including Opening Day, player evaluations, tournament hosting, and fundraising.

There will be a Player Agent for each division.

- Tee Ball/Rookie Ball
- Machine Pitch
- Minors
- Majors
- Juniors/Seniors if needed

Board members may not serve as a Player Agent for a Division in which their children are playing.

PLAYER EVALUATIONS

At the time of registration, all new players with the Local League for baseball and softball will be notified of the player evaluation dates, times and locations. All players Machine Pitch and beyond, including managers' and coaches' players, must evaluate with their league age division. As determined by the President and relevant division Player Agents, a player may be asked to play down a division for safety concerns.

Managers and coaches will evaluate each player on the basis of baseball skills, athleticism, and coachability, using a form approved by the Evaluation & Draft Coordinator. Each player must attempt to attend and participate in the player evaluations in order to be eligible to be drafted. Each manager and coach who rated players during evaluations will submit their ratings to the Draft Coordinator on the Board. The Draft Coordinator will compile all ratings and calculate an average score in each skill area for each player, as well as an overall rating of each player by averaging the final skills scores. These scores will be available to all managers prior to the draft, but no individual rater's scores will be provided to any other rater by the board.

Players that do not evaluate will be discussed at the draft and managers will decide whether to put their names on the board for drafting or to draw their names randomly. All players will be placed on a team.

SELECTION OF MANAGERS & COACHES

The Local League Board President shall appoint volunteers to serve as managers within the Local League for the upcoming season, at least 7 days prior to evaluations. All managers must also attend a Local League sponsored rules clinic prior to the start of season game play. All appointments must be approved by the Local League's Board, by majority vote. It is not guaranteed that the previous year's managers will be reappointed. First Assistant Coaches will be selected by the manager with the assistance from the President as needed and may attend evaluations and the draft. The first assistant's player is automatically placed on the team. Up to two additional assistant coaches are chosen by the managers following the draft. Manager selection priority will be based on the following criteria:

1. Candidate leads with a positive attitude, good knowledge of the game, demonstrates integrity, and is generally considered to be reliable. Has not had any formal complaints lodged against them to the Board in previous seasons due to use of foul language, lack of baseball knowledge, lack of control of players, lack of respect for umpires, coaches and players, or other inappropriate behavior.
2. Managed a CCLL team last season (spring or fall) in the same division.
3. Managed a CCLL team last season (spring or fall) in another division.

4. Coached a CCLL team last season (spring or fall) in the same division.
5. Coached a CCLL team last season (spring or fall) in another division.
6. Assisted with a CCLL team in a prior season, but not in the capacity of coach or manager.
7. Prior coaching experience in another league, references must be provided upon request.

Prior to the start of practices, it is expected the manager ensure that at least one member of the coaching staff will be available for every game and practice.

DRAFT METHOD & PLAYER TEAM ASSIGNMENTS

The draft method for all divisions, except Tee Ball and Rookie Ball, will include a “snake draft” format. Using the ratings from the draft, the Draft Coordinator will rank order all players, including managers’ and coaches’ players. Managers’ and First Assistant Coaches’ players will be placed on their team in the draft round consistent with their ranking. For example, if there are 7 teams, any manager or coach’s player ranked in the top 7 will be a first round pick. A manager’s or coach’s player who is ranked #21 will be chosen in the third round of the draft when there are 7 teams. If a manager and first assistant coach’s player are ranked in the same round, they will be placed on the team in that round and the next round, in order. Manager and teammate requests for machine pitch divisions and above cannot be honored except through the formal draft process. All other players may be drafted in any round regardless of evaluation results.

Tee Ball and Rookie Ball teams will be assigned by the Local League President or other designee assigned and will honor parent requests for a specific manager and/or teammates when possible. When forming Tee Ball and Rookie Ball teams, the President or designee will attend to forming even teams and even distribution of players based on age.

PLAYER POOL

There will be a Player Pool for Rookie Ball, Machine Pitch, Minors and Majors divisions. Pool players will act as substitutes for absent players on another team. Each of the Player Agents will gather names of players willing to participate and then field calls from managers when a player is needed. Each player agent will request player name, team name, and parent contact information for all pool player volunteers prior to the start of games each season. Players will be placed on the player pool volunteer list in random order and the order shall not change for the duration of the season.

Managers or coaches wishing to request a player should contact the division player agent via text or phone call as soon as they are aware of the need. Pool players may only be requested when a team is expecting fewer than 10 players (Minors Division and

above) and fewer than 11 players (Machine Pitch). Pool players may be used so a team has up to 10 players (Minor Division and above) or 11 players (Machine Pitch). Player agents may NOT share the order of the player pool or identify the next players in line to anyone influencing the decision to request a pool player. Team name, date, time, and location of the game should be shared by the manager with the player agent. It is preferred that player agents have at least two days to fulfill a request, but, if possible, attempts to find players on the day of the game will be made.

The player agent will contact parents of pool players in their listed order. Parents of pool volunteers will be informed of a player request via text message or phone call. If a parent does not respond within a reasonable time, which will depend on the urgency of the request and is determined by the player agent, the player agent will contact the parent of the next player on the list and inform the first parent the offer is no longer in place. The originally contacted player will then be placed at the back of the selection list. Immediately after a player has accepted an invitation to play, the Player Agent will contact the requesting manager or coach. The player agent will document the outcome of each player contacted, for example, *no response*, *declined*, *accepted*. Any player contacted will move to the end of the rotation regardless of outcome.

Managers and coaches are permitted to use only the players in their division through pool play and approved by the Player Agent. Please be aware that Little League rules indicate that once a player from the pool has been requested and the player has accepted the invitation, the request can not be rescinded.

CHAIN OF COMMAND

The Local League Chain of Command always starts with the well-being of each player. The player or their parents may always contact their manager or coach with any concerns. The manager or coach will then voice this concern to the appropriate Board member:

- The Player Agent for player concerns
- The Safety Officer for safety concerns
- The Treasurer for budget or financial concerns
- The Concession Stand Manager for concession product or financial concerns
- The Umpire-In-Chief for officiating concerns
- The Equipment Manager for equipment concerns
- The Coaching Coordinator for coaching development and training

If a concern happens to be a manager, the next chain of command is the Player Agent. If the concern is the Chief Umpire, the next chain of command is the President of the Local League. If the concern is the President, the next chain of command is the Vice President and members of the Board.

PROCEDURES FOR DISCIPLINARY ACTION

A manager or coach may “sit” a player due to absences at practices and or games, for unsportsmanlike conduct, for unsafe or reckless behavior, and for violations of Little

League or park rules for not more than one game per incident. The President and Player Agent for the division must be notified prior to sitting a player. The procedures below, outlining procedures for rule violations apply.

If a manager, coach, or player is ejected from a game by an umpire, the League will follow Little League rules governing ejections, with the following player exception: If the player's parents/guardians are present, the player will leave the park for the remainder of the game. If the parents/guardians are not present, the player will sit on the bench until the parents arrive (this sitting does NOT count as their suspended game).

These procedures apply to all league members and visitors to a CCLL event, in the event of unsportsmanlike conduct or rule violations:

First/Minor Offense/Rule Violation:

- Corrective feedback will be provided by a person present and in authority, such as a Board Member, umpire, team manager or coach, or other league member.

Second/Major Offense/Rule Violation:

- Corrective feedback will be provided by a person present and in authority, such as a Board Member, umpire, team manager or coach, or other league member.
- A verbal report should then be provided by the authority who witnessed the event to the appropriate Player Agent and President.
- A phone call and/or written email warning will be sent to the person exhibiting the unsportsmanlike conduct from the President, with the team manager or coach and Player Agent copied.

Third/Extreme Offense/Rule Violation:

- The President, Player Agent, Umpire, or Board Member on site should be notified immediately.
- The person exhibiting the unsportsmanlike conduct or rule violation will be told to leave the event and will be suspended, off site, from the next scheduled event.
- A written notice of the suspension will be sent to the person exhibiting the unsportsmanlike conduct from the President, with the team manager or coach and Player Agent copied.
- Other relevant league personnel, such as the District Administrator or Board Members from leagues of opposing teams will be contacted as appropriate.

If members of CCLL or visitors to a CCLL event have significant concerns, they may be invited to file an official complaint and the Board will follow these procedures:

Filing of an Official Complaint. To initiate consideration of any disciplinary action, a written complaint shall be filed with the Board of the Local League. The complaint shall contain a brief statement of the facts of the violation or violations along with the name and role of the person accused of the alleged violation(s), the date, time and location of the violation. The complaint shall also contain the complainant's name, address,

telephone number, and role and shall be signed by the complainant. The complaint shall be sent to a Local League Board member within a reasonable time after the occurrence of the alleged violation; provided, however, that the presumption is that a reasonable time shall not extend beyond fourteen (14) days of the alleged violation. However, in the course of the investigation, or if later discovered, other reportable incidents of violations have occurred and were not reported for whatever reason, the Board may use all reported and discovered information in determining behavioral patterns or in adding additional charges to the original complaint.

Determination to Institute Disciplinary Action. Within seven (7) days of receipt of a complaint alleging the need for disciplinary action, a preliminary committee of the Board (President, Vice President, Secretary, Player Agent for the relevant division, and Umpire-in-Chief) shall discuss the complaint and determine any need for disciplinary action. In the event that a Board member is the complainant, he or she shall not be present at the preliminary committee meeting. The preliminary committee shall review the complaint, discuss the allegations and determine by majority vote whether reasonable cause exists to believe that the conduct engaged in constitutes a violation of a rule or policy that merits disciplinary action. If so, the preliminary committee shall refer the complaint to the Board for a full hearing. If a majority of the committee determines that disciplinary action is not merited at that time, then the committee shall advise the Board and the complainant with a brief statement of the reasons for the determination not to proceed with disciplinary action.

Hearing Procedure:

Preliminary Committee Decision. The Board shall give written notice to the alleged violator stating the substance of the charge in concise terms and requesting that the alleged violator appear at a hearing before the Hearing Committee to be held no sooner than two (2) days nor more than thirty (30) days from the date of the notice. The notice statement shall contain a statement that his or her failure to attend or participate in the hearing shall indicate default by him or her and an admission of the conduct alleged in the complaint.

1. *Full Hearing.* The League President shall select six (6) to twelve (12) board members to include the League President, or his/her designee, and Secretary to act as part of the Hearing Committee. Any board member having any direct involvement in the alleged violation shall not participate in the hearing.
2. *Public Hearing.* The hearing shall be open to all Members of the Local League.
3. *Hearing Procedure.* The Hearing Committee shall appoint a presiding officer for the hearing. The presiding officer shall regulate the course of the hearing in conformity with these rules. To initiate the hearing the presiding officer shall introduce the committee members and read the complaint. The alleged violator shall have the right to appear personally and to have an additional representative present. If the alleged violator is a player, that player's manager will also be present. All parties shall have the opportunity to make statements, present arguments and evidence and to ask questions of anyone offering information. At the discretion of the presiding officer, the hearing may be recorded.

4. *Decision of Hearing Committee.* At the conclusion of the hearing, the Hearing Committee shall adjourn for deliberation. Unless a two-thirds (2/3) majority of the committee finds that reasonable cause exists for disciplinary action, the complaint shall be dismissed. If two-thirds (2/3) of the Hearing Committee finds that reasonable cause exists for disciplinary action, the committee shall issue a written decision setting forth the rule, regulation or policy violated and the sanctions ordered as a result of the violation. Sanctions may include reprimand, censure, suspension, or dismissal from any further Local League activities. Any decision may contain conditions for continued involvement or may contain steps to be completed to remedy the problem giving rise to the violation. All actions must be consistent with Little League rules. The decision of the Hearing Committee shall be final.
5. *Request for Reinstatement.* The disciplinary decision of the Hearing Committee shall be final and shall not be subject to appeal. A disciplined individual may, however, submit in writing a request for early termination of disciplinary sanction, including a request for reinstatement in all Local League activities. Any such request shall be in writing, directed to the Board and shall set forth the reasons why the requested relief shall be granted. Following the written request for reinstatement, the Board shall consider the request at its next regular scheduled meeting. If the majority of the Board votes to terminate or modify the sanctions, the same shall be terminated or modified as set forth by the Board in a written decision to the violator. Such written decision may contain conditions for further involvement in Local League activities.
6. *Emergency Disciplinary Action.* Under emergency circumstances, when immediate action must be taken to protect the welfare of any individual involved in any way in Local League programs, including players, spectators and those affected by the programs, the Local League President, or any person specifically designated by him or her, may summarily suspend any individual from further participation subject to the filing of a complaint and the hearing procedure as set forth above. Such emergency suspension may be oral and shall be immediately followed by a statement in writing.

SCHEDULE

The schedule will be determined by the Board once the number of teams has been determined. The following rules will apply for scheduling:

- Tee-Ball & Rookie Ball: Practices and games will be on Saturdays.
- Machine Pitch: During each season, each team will have at least one team or group practice per week and up to two games scheduled in a week.
- Minors, Majors, Juniors, Seniors: During the Season, each team will have at least one team or group practice per week and no more than two games a week, both typically occurring on a weekday.
- Minors and Majors will play on either Lower or Upper Fields. Juniors and Seniors will play on a regulation size baseball field.
- Tee Ball through Majors teams may also be scheduled at the Miccosukee fields.

- All weekday games for Minors will typically be held at 6:00.
- All weekday games for Majors will be held at 6:30, with the exception of some Fridays. Two Friday games may be held at 6:00 pm and 8:00 pm.
- All weekday games for Machine Pitch will be held weeknights at 6:00.
 - Exceptions
 - During the spring season, Machine Pitch games may start at 5:30 so there is sufficient daylight to play, at least until daylight savings time begins.
 - Machine Pitch games may also be scheduled on Saturdays during late fall and early spring if/when there is insufficient daylight for evening games.
 - Each team in each division will be scheduled for the same number of games. During the Spring season Tee Ball and Rookie Ball will have at least 8 games and all other divisions must play at least 12 games. Please note that 2023 Little League rules mandate 12 games per division, except Tee Ball, and 2 games per week.
- For end of season playoff reasons, every effort will be made to play make-up games during the Spring season so that every team in each division plays the same amount of games.

Game cancellations

- Attempts should be made to avoid game cancellations.
- If a cancellation is impending due to player unavailability, the manager should request players from the player pool prior to canceling.
- If a team cannot field at least 9 players (Minors and above) including pool players, or 10 players (Rookie and Machine Pitch) the game may be canceled and rescheduled as described below. Please note that Little League rules state that players may not be “borrowed” from an opponent.

Game cancellation procedures

- If a game is canceled or rescheduled, the President or designee will announce the cancellation or reschedule and communicate to all appropriate parties.
- Canceled games will be rescheduled by the Board member in charge of scheduling.

Restrictions on Cancellations

- Games and practices shall not be canceled because of manager and/or coach conflicts with another youth recreational or competitive sports. It is expected that all games and practices will be conducted as scheduled and that at least one manager and/or coach will be present.
- Games will not be canceled due to player absence if a team has at least 9 players available to play, including pool players. If a team manager feels the

need to reschedule a game due to player (and lack of pool player) availability, they may request the game be rescheduled. Team manager should communicate the request to reschedule to the Player Agent ASAP.

LOCAL LEAGUE RULES

If not specifically listed, all rules shall follow Little League International, Inc.

Player Divisions

Tee Ball

- League ages 4 and 5
- League age 6 permitted if either the first season of Tee Ball, by parent request or by recommendation of the coach/board for safety concerns

Rookie Ball

- League ages 5 and 6
- League age 5 permitted if they have played a prior season of Tee Ball
- League age 7 permitted if either the first season of Tee Ball or by parent request and by recommendation of the coach/board for safety concerns

Minors Machine Pitch

- League ages 7 and 8
- League age 9 permitted by parent request and by recommendation of the coach/board for safety concerns

Minors Player Pitch

- League ages 9 and 10
- League age 11 permitted by parent request and by recommendation of the coach/board for safety concerns
- Age 12 permitted with Little League waiver

Majors

- League ages 11 and 12

Juniors and Seniors

- Follow Little League Rules

Tee Ball Rules

Goal: The Tee Ball (co-ed) division is an important part of the Chaires Capitola Little League program. Its goal is to create and emphasize a positive experience for 4 and 5 year old players at this level. Players age 6 will be considered if it is their first year playing or recommended by Coaches to play in the division. Coaches should use positive reinforcement to develop basic baseball fundamentals and above all to ensure

that the kid's introduction into organized baseball is FUN! At this level, there will be no outs and no score kept.

Game Length and Defensive Play

The game length will be no more than 1 hour or two (2) innings whichever comes first. Each half inning will end when all players on the teams have batted. There will be no forfeits in Tee-Ball. Players may be borrowed from the opposing team as necessary.

Player Roster

Each attending player shall bat each inning (continuous batting order) and play every inning in the field. Each inning there will be 5 players in the infield (pitcher, first, second, third and short) and the remaining in the outfield. Each player shall play an infield position at least one inning per game. All defensive players shall remain at their position in the field until the last batter reaches home plate. The following are recommendations to ensure a positive experience for all players:

- The pitcher position should be rotated among a different player every inning.
- Each player should play one inning maximum at pitcher and one inning maximum at first base.

Batting

Each player hits every inning. There are no strikeouts or walks. The ball shall be live after it is hit into fair territory. Batter/Runner may advance 1 base on a batted ball that remains in the infield. The final batter is a home run and will run all the bases.

Base Stealing and Sliding

Leading off base, stealing bases and intentionally bunting are not permitted.

On-field Coaches

The offensive team shall station no more than three coaches on the field during play, one occupying the first base coach's box and one occupying the third base coach's box. A third offensive coach should be stationed at home plate to operate/adjust the tee is allowed on the field if desired. All other offensive coaches must be in the dugout during play. At least one coach (or team parent) must be in the dugout at all times. The defensive team may have no more than two coaches that must remain in the outfield.

Game Duties

- The home team is responsible for bringing the Tee and lining the field. Both teams shall fill in holes in the batter's box, water the field as necessary, and drag the field at the completion of the game.
- Teams must ensure that their dugout and bleacher area are cleaned up after the game. Home team should rake out high traffic areas.
- If you are holding a player meeting after the game, please clear your dugout and move outside the field of play for your meeting - if there is another game scheduled after your game.

Rookie Ball Rules

Goal: The Rookie Ball (co-ed) division is an important part of the Chaires Capitola Little League program. Its goal is to create and emphasize a positive experience for 5 and 6 year old players at this level. Players age 5 should have previously played a season of tee-ball for experience or be recommended by the coaches to play in the division. Players age 7 will be considered if it is their first year playing or recommended by Coaches to play in the division. Coaches should use positive reinforcement to develop basic baseball fundamentals and above all to ensure that the kid's introduction into organized baseball is FUN! Scores are kept and reported for monitoring purposes, but standings are not kept by the league.

Game Length and Defensive Play

The game length will be no more than 1 hour 15 minutes or three (3) innings whichever comes first. No new innings will begin one hour after start time. Each half-inning concludes when either (3) defensive outs are recorded or (4) runs have been scored by the offense. In the event a half-inning is completed by recording (3) outs, the batting order will resume with the player who follows the last recorded out. There will be no forfeits in Tee-Ball. Players may be borrowed from the opposing team as necessary.

Player Roster

Each attending player shall bat in a continuous batting order and play every inning in the field. Each inning there will be 5 players in the infield (pitcher, first, second, third and short) and the remaining in the outfield. Each player may play an infield position for two consecutive innings per game. The following are recommendations to ensure a positive experience for all players:

- Positions should alternate between outfield and infield every inning.
- All players should have an opportunity to play both infield and outfield, taking into consideration skill level and safety concerns.
- A catcher position is not recommended but can be used if desired for additional play time and experience. The catcher takes his normal position. An adult may be beside the catcher to assist him. The catcher must wear protective gear which includes a helmet, face mask, throat guard, leg guards, and chest protector.

Batting

The coach or manager of the team at bat shall deliver up to 3 pitches per batter. There are no strikeouts or walks. If after 3 pitches the batter has not put the ball in play, they will have the opportunity to hit from the Tee. Batters must have an approved Little League (including the USA stamp) for the division.

The ball shall be live after it is hit into fair territory, and shall remain live until it is possessed by a defensive player in the infield area – fair or foul territory. Once the ball is judged dead, play will stop. Any runners still advancing to a base may continue to that base if they have advanced at least half way to that base. If the runner is not halfway to the next base, then they must return to the previous base.

Runners may not advance on an overthrow from an infield throw to first base, but may advance 1 base with a hit to the outfield. As soon as the ball reaches the infield, the play ends (dead ball) and runners can no longer advance. There will be no outs made at home.

Base Stealing and Sliding

Leading off base, stealing bases and intentionally bunting are not permitted. Head first sliding is not permitted. Any runner is out when the runner does not slide or attempt to get around a fielder who has the ball and is waiting to make the tag. If the runner deliberately attempted to injure the fielder, the runner will be out and reprimanded for unsportsmanlike conduct. Similarly infielders including the pitcher and catcher cannot block a base or home plate if they do not have the ball and/or are not in the process of making a tag. There will be no outs made at home.

On-field Coaches

The offensive team shall station no more than three coaches on the field during play, one occupying the first base coach's box and one occupying the third base coach's box. A third offensive coach is pitching and will assist batters with the tee if needed. All other offensive coaches must be in the dugout during play. At least one coach (or team parent) must be in the dugout at all times. The defensive team may have no more than two coaches that must remain in the outfield.

Game Duties

- The home team is responsible for bringing the Tee and lining the field. Both teams shall fill in holes in the batter's box, water the field as necessary, and drag the field at the completion of the game.
- Teams must ensure that their dugout and bleacher area are cleaned up after the game. Home team should rake out high traffic areas.
- If you are holding a player meeting after the game, please clear your dugout and move outside the field of play for your meeting - if there is another game scheduled after your game.

Machine Pitch Rules

1. All games will be played with one of the Chaires pitching machines or a manager's machine if agreed on by each manager.
2. Games will be played using a continuous batting order.
3. Machine speed:
 - a. Speed should be set at 38-44 mph and the machines must be placed 46 feet from home plate.
4. Length of Game: Each game will be 5 complete innings or 90 minutes long, whichever comes first. A new inning cannot be started after 90 minutes of play and a game cannot last longer than 1 hour and 45 minutes. If the visiting team is up to bat when the game reaches the 1 hour and 45 minute mark, the score will revert to the last complete inning and the game is over. The game time will begin at the

published starting time. (Local League Option)

5. If there is an overthrow, base runners can advance one base at their own risk. Players may not advance if another overthrow occurs prior to the next pitch .
6. Local League Option: In the last inning of the game, the 5 run rule is suspended for both teams. If the pace of the game suggests that the game will time out prior to completion of five innings, the managers may agree prior to the start of the fourth inning, that the fourth inning will be the final inning of the game.
7. An infielder can only play the infield for two consecutive innings. Positions may alternate between outfield and infield every inning. A regular rotation that gives all players an opportunity to play both infield and outfield is expected, taking into consideration skill level and safety concerns.
8. Each batter will be pitched five hittable balls. When there is an unhittable pitch and the batter does not swing, the coach operating the machine raises his hand and calls no pitch. If the batter swings at the bad pitch, the play will continue using normal baseball rules. If there is a dispute, the coach who is running the machine is the umpire for that half inning and will make the final call.
9. Managers shall notify the Machine Pitch player agent of game protests according to LL rules.
10. The defensive team may have no more than two coaches on the field that must remain in the outfield.

Minors and Majors Divisions

1. Games will be played using a continuous batting order.
2. There will be unlimited substitutions, except for pitchers, as long as each player plays 6 consecutive outs in the field. See additional Little League Rules governing player substitutions.
3. Length of games: Games will last 6 innings and a new inning cannot be started after 1 hour and 45 minutes. There is no drop dead time.
4. **Run Rules:**
 - a. **Minor Division:** The first 4 innings of each game are capped at 5 runs. There are unlimited runs in the 5th and 6th innings. Other Little League rules regarding run rules and differentials after 3 innings are enforced.
 - b. **Major Division:** There is no run limit per inning. Other Little League rules regarding run rules and differentials after 3 innings are enforced.
5. Catcher's Courtesy Runner: when there are two (2) outs and the catcher is on base, a courtesy runner is allowed. However, the substitute runner must be the player who made the 2nd out in that inning. (Local League Rule)
6. If there is a dispute during the game that cannot be resolved during the game:
 - a. the teams shall continue play at the direction of the umpire

- b. the manager should make clear that there will be a protest
- c. the manager should contact the Division Player Agent after the game

HOME/AWAY TEAM GAME RESPONSIBILITIES: MACHINE PITCH, MINORS, MAJORS

The home team manager and/or coaches are expected to arrive early enough to do the following:

- For machine pitch, bring the machine to the field.
- Do safety walk around field
- First game of the day - turn on the scoreboard, chalk field, connect the score box to the scorer's table
- Gather 3 game balls from the concession stand
- Provide line up cards to umpire and visiting team
- Recruit a scoreboard operator
- Last game of the day - turn off scoreboards put score box away

Please be aware that for All Star tournament play, an official scorekeeper, using a paper-based scorebook, is required.

The visiting team manager and/or coaches are expected to arrive early enough to do the following:

- Obtain pitch count records from the concession stand if an electronic pitch count is not being used
- Provide line up cards to the umpire and home team
- Recruit an official pitch counter

During game:

- Pitch counter must notify umpire when pitcher reaches maximum pitches for the game/week

After game:

- Both the home and away managers must sign the pitch count form at the end of the game if using a paper form. By signing the pitch count form, the managers are confirming the total pitches that night and required days rest for upcoming games.
- Return the completed pitch count log to the board member on duty.
- The winning team is to text or call the Board designee to record the score for the game into the League system.

Storm/Lightning Rules

If lightning is within 10 miles, play/practice must stop immediately. Play may resume 30 minutes after the last strike within 10 miles.

END OF SEASON TOURNAMENT

At the discretion of the Board, the Local League may host an End of Season (EOS) tournament or Playoff. Playoffs will be at the end of the Spring Season, typically in May. The Local League Fall Season is more instructive and less competitive than the Spring Season; there are typically no playoffs during the Fall Season.

The EOS tournament will be held for each division, with the exception of Tee-Ball and Rookie Ball, culminating in a division champion. The playoffs conducted by the Local League shall be in accordance with the Rules and Regulations of Little League Baseball, Inc, and the Local League.

Teams shall play in a single-elimination playoff, which will be seeded according to winning percentage. If two or more teams end the regular season with identical winning percentages, the seeding shall be determined by the tie-breaking procedures below. If multiple teams are tied and any of the below procedures, utilized in order, reduces the tie to two teams, then the tie-breaking procedures will be applied to those two teams starting with head-to-head.

1. Head-to-head record between the teams in question. If more than two teams are tied, the head-to-head record is determined according to winning percentage in games played among the teams that are tied (even if the teams played an unequal number of games in the group);
2. Team with the highest positive run differential during the regular season;
3. Fewest total runs allowed during the regular season; and,
4. If the teams are still tied after the above tiebreakers, a coin toss (if 2 teams) or a random draw (if 3 or more teams) will break any remaining tie.

Tournament brackets will be provided by the Local League's President and will be communicated to all managers prior to the start of the playoffs.

ALL-STAR SELECTION PROCESS

The All-Star Season is separate from the regular Spring season. It is an opportunity for a higher level of play within the Little League system. Players must have a higher level of commitment to the League, will receive an intense level of instruction from the managers and coaches, and will have a chance to compete against other All-Star teams.

When it comes to All-Star teams, it is the intent of CCLL Board to field a team that will

best represent our League in competition *and* character. CCLL believes that the process must be transparent and fair. The details of all selections shall be held in the strictest of confidence and remain private by any All-Star selection meeting participants.

All selection decisions regarding All-Star teams need to be made with the CCLL Board with District approved ideals in mind. Several characteristics permeate our selection process for players and managers for an All-Stars team

- Commitment – Each player must be willing to commit him/herself completely to the All-Star team and the schedule as set forth by the manager and tournament officials.
- Sportsmanship – Players must demonstrate respect and good sportsmanship for other players, coaches, umpires and league officials at all times, including taking a loss or defeat without complaint, a victory without gloating, and treat his/her opponents with fairness, generosity, courtesy and respect.
- Performance – Players must exhibit high levels of regular season performance and playing ability that will be recognized by managers and coaches.
- Parental Involvement (players only) – Parents/legal guardians and players are required to sign the CCLL League All-Star Commitment Letter before being considered for an All-star team to ensure a common understanding between parents, players, and managers of All-Star team participation requirements.

A family member must have volunteered for the League during the regular season in order for a player to be eligible for selection to an all star team. Working shifts in the concession stand, managing or coaching a team, assisting with opening day, completing duties as a Board Member count towards this requirement.

Teams

CCLL strives to field All-Star teams based on levels of play each Spring season. Generally, the teams include: 6-8, 8-10, 9-11, and 10-12. A Junior or Senior team may be established if there is enough interest from team players in the Spring season. If enough players are not available for a given age group, or are not eligible, CCLL reserves the right to field teams based upon player availability.

The Board reserves the right to decide the placement of players when the players are eligible for more than one All Star division. The interests of the player, team, and league will all be considered.

The CCLL Board will make every effort to provide the league with any scheduling information as soon as it becomes available.

Manager & Coach Selection Procedures

- President and Vice President will conduct mid-season meetings for all managers to:
 - Provide general information about the All-Star process: teams, timeline, manager selection procedures, player selection procedures
 - Identify players to watch: each manager shares names of players with All Star potential so that other managers have the opportunity to watch and review potential players on other teams that may be interested and rated later in the process. Managers should be reminded that all players with interest will be evaluated based on the criteria below. If new players or updates to players on the list change throughout the season, Managers should update the Board President and Player Agent who will communicate as necessary.
 - Encourage all managers and coaches to consider whether to submit their name for All Star manager or coach
 - This list will not be distributed by the League and managers are responsible for generating their own list and maintaining its confidentiality
 - If managers wish, they may request to have managers from another division (minors or majors) participate in their meeting given the overlapping All Star age groups between minors and majors.
- Once managers and assistant coaches submit their names to the President expressing interest in managing or coaching an All Star team, a ballot will be sent to all managers and the first assistant coach of each regular season team. Both managers and first assistant coaches may complete a ballot that includes questions about All Star Manager and Coach candidates.
 - Generally, 6-8 year old Manager/Coach ballots will be sent to MP managers & coaches only
 - 8-10 year old Manager/Coach ballots will be sent to Minors managers and coaches only
 - 9-11 and 10-12 year old Manager/Coach ballots will be sent to Majors managers and coaches only
 - Exceptions to these procedures (i.e., sending the 9-11 ballot to Minors managers, etc.) will be determined by the age composition of the players in each division and the regular season division of All Star manager/coach candidates; the League president will approve or reject requests for exceptions to these procedures.
 - Ballots will ask each recipient to rank order all individuals from first choice to last choice for All Star manager for their respective division (6-8; 8-10; 9-11; 10-12). Recipients will also be asked to rate each manager candidate on a 1 (poor) to 5 (excellent) scale, on both coaching abilities and sportsmanship qualities expected of an All Star manager.
 - The ballot will also include a yes/no response for all interested first assistant coaches asking: In your view, does this person exhibit coaching ability and sportsmanship qualities expected of an All Star coach?

- The responses to the manager vote will be used to assist the President in making All Star manager nominations to the board
 - The responses to the first assistant coach vote will be used to ensure that the first assistant coach named by the All Star manager is generally supported by the league.
- When making a nomination to the Board for All Star Manager, the President will consider:
 - Results of the manager and coach vote
 - Manager and coach adherence to Little League values during the regular season
- Managers have discretion in choosing their first assistant coach, so long as that person has a majority of yes votes from other managers and coaches AND so long as that person does not coach with the named All Star manager on an external, non-Little League baseball team. (Two coaches from the same external baseball team may not be named to manager and first assistant positions.)
 - First assistants may be chosen before or after player selection, with the understanding that there is no guarantee that either the manager's or coach's player will be selected for the team.
 - If chosen before the player selection meeting, the first assistant coach may attend the player selection meeting.
- After player selection, one additional assistant coach will also be chosen by the manager, provided that person has a majority of "yes" votes on the ballot. If the additional assistant was coaching in another division or was a coach in a previous season, that coach requires approval of the president.
- In accordance with Little League Rules, all managers and coaches must complete the Little League Diamond Leader training
<https://www.littleleague.org/diamondleader/>

Player Selection Procedures

- Parents submit players for All Star consideration through an online form
- Managers will be asked to consult with their first assistant coach to rate the interested players from their team in the following categories on a 1 to 5 scale: Pitching, Hitting, Fielding, Sportsmanship, Work Ethic, Versatility. Ratings should be relative to the LEAGUE, not to their individual TEAMS.
 - 1 = Much below average for league
 - 2 = Below league average
 - 3 = Average for league
 - 4 = Above average for league
 - 5 = Much above average for league
- Game Changer statistics are NOT to be used for the purpose of comparing and rating players from different teams, given the inconsistency with which these data are gathered. The only potential use for Game Changer statistics is to make relative comparisons between players on the same team.
- Summary results will be sent to all managers and must be kept confidential

- Managers will then receive a ballot with all interest players and each will rank the players that they believe should be considered during the All Star Selection Meeting

All Star Team Selection Meeting

- The League President and Vice President will attend
- Other members of the Board may only attend at the President's request
- Only regular season team managers, not coaches, are allowed to attend
 - Exception: if the All Star manager has identified a first assistant coach in accordance with the guidelines above, the first assistant coach may attend the Player Selection meeting
- Interested players will be listed along with manager ratings for consideration and discussion
- All Star Managers will have the discretion to choose players that will result in the best and most well-rounded team in order to have strong players at every position. Player availability and vacation planned time will be taken into consideration at the discretion of the manager.
- The President and Vice President or designee will take brief notes that justify the selection or lack of selection of each player
- Results of player selection must be kept confidential until announced to the league by the President
- Efforts should be made to announce the teams as close as possible to the allowable date posted by Little League
- Should a player fail to meet the commitment requirements, it is at the All-Star manager's discretion to recommend to the President that the player be removed from the team. The final decision will be made by the manager and president.