



CHANDLER
NATIONAL™
LITTLE ★ LEAGUE
1993 ★ AZ

SPRING 2026
RULES & OPERATING
PROCEDURES





TABLE OF CONTENTS

Managers Checklist.....	4
Volunteer Duties.....	5
League Administration	
Eligibility.....	6
Player Draft And Call-Ups.....	9
League Wide Rules	
Code of Conduct.....	13
Rules	
Divisions, Locations, Team Composition.....	14
Game Play.....	15
Pitching.....	16
Equipment.....	19
Rookie.....	20
A Division.....	21
AA Division.....	25
AAA Division.....	28
Major Division.....	31
Junior Division.....	34
All Star Teams.....	36
Snedigar Field Map.....	39
The Little League® Pledge.....	40

Managers Checklist:

- Attend MANDATORY Coaches' Meeting
- Log-In to Sports Connect
- Log-In to GameChanger
- Contact Parents
- Contact Volunteers: All volunteers must complete training **prior to first practice**. They will NOT be eligible to enter the playing field until completed.



<https://www.littleleague.org/university/articles/abuse-awareness-training-course/>

OR



<https://usabdevelops.com/courses/13976/abuse-awareness-for-adults>

- Hold Parent Meeting
- Pick up uniforms and equipment
- Obtain \$500 Team Sponsorship



Volunteer Duties

Manager & Head Coach

- Select Team
- Select Volunteers
- Schedule Practice Times & Drills
- Coordinate & Communicate with players & parents
- Obtain Spring Sponsor/s (\$500 Min)
- Develop Game Plans (Batting Line-Up, Positions)
- Schedule Special Functions
- Determine end of season awards
- Know Rules & Procedures

Assistant Coaches

- Support Practices (Pitching, Catching, Fielding, Batting, Throwing, Etc)
- Work Dug Out During Games
- Base Runner Coaches
- Know Rules And Procedures

Bull Pen Coaches

- Focus on pitchers' & catchers' practices
- Form & Bio-mechanics
- Know Rules And Procedures

Record Keeper (strongly suggest two designated volunteers)

- Maintain in-game records of scoring and outs
- Keep Manager informed during game
- Confer with opposing team's record keeper and Home Plate Umpire at end of game for Official Game Record

Team Parent

- Coordinate After-Game Treat Schedule
- Plan any special team building functions (Movie Night, Swim Social, Water Balloon Fight, etc)
- Help arrange End of Season Awards Banquet (if any)

All Volunteers must fill out Background Check and be approved by the Board of Directors



LEAGUE ADMINISTRATION

GENERAL ADMINISTRATION: CNLL operates under the guidelines of FIVE documents and several policies:

- The CNLL Constitution
- The By-Laws
- The Operating Procedures
- The MLB® Rule Book
- The Little League® Rule Book

PLAYER / VOLUNTEER / MANAGER ELIGIBILITY AND REQUIREMENTS

A. PLAYER ELIGIBILITY/REQUIREMENTS

1. League age 4 to 16-year-olds, as determined by the current Little League® Age Chart
2. CNLL is integrated gender/ co-ed Baseball
3. Players should reside within, or be enrolled full-time in a school within, the League Boundaries.
4. Players who are **league age 4-7** are eligible to be selected to a Rookie (tee ball) team.
5. Players who are **league age 5-6** that have participated for one regular season in Rookie Division are eligible to be selected to a Minor A (coach pitch) Division.
6. Players who are league age 7-8 will be eligible for Minor A Division.
6. **Players league age 9-14 MUST attend evaluations during the time designated by CNLL. Players league age 8, MAY attend evaluations, if they wish to enter the draft for Minor AA teams, but an evaluation does NOT guarantee placement in Minor AA.**
7. Players who are **league age 8-11** are eligible to be selected to a Minor (AA, AAA) Division team (player pitch) for the regular season.
8. Players who are **league age 9-12** are eligible to be selected to a Major Division team for the regular season.
9. Players who are **league age 13-14** are eligible to be selected to a Junior Division team for the regular season.
10. **Any player age 9-14 that does not try out shall be placed on teams by lottery/hat pick. Hat pick players are not allowed to be traded.**
 - Players who are league age 8 will default to A teams.
 - Players who are league age 9-10 will default to AA teams.
 - Players who are league age 11 shall be placed on a AAA teams.
 - Players who are league age 12 shall be placed on Major teams, unless found eligible for AAA based on exception of the clause set forth by Little League®.



11. A player that does not try out and is known to have ability above their league age division “average,” may be considered for a higher division with a Board member sponsor and Board approval.
12. All players must submit a Medical Release Form every year.

B. VOLUNTEER ELIGIBILITY

1. Volunteer applications shall specify which position the applicant is applying for; i.e., manager, coach, volunteer, etc. as well as the Division of desired participation.
2. All adult (18 years +) personnel who have regular access to the players shall have a completed volunteer application including social security number and current state-issued ID on file with the League Safety Officer. The President and 2 additional designees shall, pursuant to Little League® (LL) [I (b)(c) 8-9], perform background checks on all adult volunteers and maintain completed applications throughout the season. Refusal to annually submit such an application must result in immediate dismissal of the individual from the league.

C. MANAGER ELIGIBILITY, REQUIREMENTS, SELECTION PROCESS

1. All first-time applicants, Managers that have been with CNLL less than 2 spring seasons, or Managers that have had issues or complaints in the previous season shall participate in an interview process as prescribed by CNLL. These interviews must be conducted in-person by a Board member.
 - All Managers requiring interviews are determined by the Coach Development Director with final approval of the League President.
3. Pursuant to LL operating guidelines, all Managers and Head Coaches shall be appointed by the League President.
 - Prior service, interview participation and responses, background checks and any other relevant information shall be considered by the President in making appointments.
 - Once appointments have been made, the Board of Directors shall approve or disapprove each Manager appointment individually.
 - If an individual is not approved or appointed for any reason, the process and rationale shall remain exclusively with the President and Board.
 - Once appointments and approvals have been concluded, the Coach Development Director, or other designee, shall inform the Manager applicants within 72 hrs.
4. Manager applicants who have been deemed unacceptable as a Manager may also be deemed unacceptable to be a coach at the discretion of the BOD.
5. Any Board Member before the Board for approval as a Manager must recuse themselves from the voting process.
6. The President, if applying for a managing or coaching position, must defer the authority to appoint themselves to the Vice President; additionally, the President shall be removed from the voting process.



D. COACH DEVELOPMENT

1. All managers must attend a league sponsored coaching meeting.
2. Attendance shall be mandatory for at least one member of the coaching staff of each team. The entire coaching staff of each team shall be required to know the material presented.
3. A clinic may also be hosted, for instruction of fundamental coaching skills deemed necessary.

E. LOCAL RULES

1. Only officially registered players, managers, coaches, board members and umpires shall occupy the confines of the playing field and dugouts prior to and during games.
2. In the event a manager or coach is unavailable to attend a game, the acting manager may utilize the service of a league approved volunteer submitted by that team [LL. II.B.] as acting coach. In the event a manager or coach has quit, been suspended or terminated from the position, the President shall appoint a person(s) to fill the vacant position(s) for either the specified time frame or duration of the season.
3. Managers should notify their players as soon as possible. Players shall be notified no later than one week from the point of team assignment. They must be notified of a parent meeting, scheduled practice times and expectations.
4. All managers and coaches are expected to read and be familiar with the LL rulebook, CNLL Operating Procedures and CNLL local rules.
5. No player, manager, coach, umpire, parent or spectator shall smoke (including e-cigarettes), use chewing tobacco, illegal drugs or alcohol at any Little League® function.



PLAYER DRAFT AND CALL-UPS

I. GENERAL DRAFT GUIDELINES: The selection of players is based on Sections II, III, IV and V of the Official Regulations of Little League®.

A. ELIGIBLE PLAYERS: Only those candidates who are registered by a specified date and who have attended the mandatory evaluation sessions, and completed at least two of the three skills exercises, are eligible for the draft selection process. Any player failing to attend at least one tryout session or who did not complete two of the three skills exercises at evaluations shall be randomly assigned to teams by the Player Agent and President.

1. Spring Divisions in the Draft:

- Junior (if needed) - Major - AAA - AA

2. Return players that have played in a higher division during the previous Spring season, cannot be drafted or assigned below that division.

3. A player known to have ability above the division average, may be selected at a higher division provided, the player has a Board member sponsor to be considered for a higher division without trying out.

B. TRYOUT ELIGIBILITY: Any player displaying a physical impairment such as a cast, splint, brace, etc., which would negatively affect his/her ability to demonstrate their skill level will NOT be allowed to participate in the tryouts and will be assigned to a team.

C. SECRECY: Players OR parents shall never be told the position in which a player was selected. Violation of this rule shall result in disciplinary action by the Board of Directors.

II. DRAFT PROCESS. Team Managers or Head Coaches in the Junior, Major, AAA, and AA divisions shall select eligible players. Eligible players remaining from Major draft (age 11) shall be selected by team managers in the AAA division. Team managers in the AA division shall select eligible players remaining from the AAA draft.

1. The order of the draft shall be determined by blind draw.

2. The draft shall “snake” in order, with the odd-numbered rounds starting at the top moving down and the even rounds starting at the bottom going up, e.g. Round 1 = 1,2,3,4,5,6,7,8; Round 2 = 8,7,6,5,4,3,2,1. etc.

3. Eligible players that did not attend try outs will be assigned before the start of the draft and will be moved to the manager’s last round pick. **THERE WILL BE NO TRADES OF THESE ASSIGNMENTS.**



4. The Player Agent shall suspend the drafting of any age group at the end of each round, to assure that there are enough slots for all remaining players required to be drafted into that division.
 - Major: League age 10 - 12 players. All 12-year-olds and any player that played in Major in the previous season, must be selected by Major teams.
 - AAA: League age 9 - 11 players. All remaining 11-year-olds must be selected by AAA teams.
 - AA: League age 8 – 10 players.
 - All remaining 8-year-olds will be assigned to A teams.

E. PROTECTIONS: A Manager who has sons and/or daughters or is the guardian of players who are eligible for the draft, **and** whom the Manager wishes to protect, must state so prior to the beginning of the draft. The Manager is required to exercise this option, IT IS NOT AUTOMATIC. Managers dependents will be assigned to the bottom round slots on a Managers team.

F. PAIRS: SIBLINGS: All PAIRS will be marked at the start of the draft. When the first brother or sister is drafted, the Manager automatically takes the sibling on his or her next turn.

III. TRADES.

- A. Immediately following the draft, managers may, if they desire, trade **evaluated** players **within the Division**; provided:
 1. All trades must be player for player only. Trades involving a player for draft choices, or open roster slots, are not permitted.
 2. Managers shall present any trades that they propose to the Player Agent and President for approval. The Player Agent and President shall determine if the trade is a fair trade for all teams involved and shall either affirm or deny the trade based upon their determination. The criteria for trade approval shall include, but not be limited to an opinion of the Player Agent and President that the trade includes a transfer of similar talent with both teams participating.
 3. All trades must take place prior to the managers leaving the premises on draft day.
 4. If either the Player Agent or President has a conflict of interest, i.e., if it involves their spouse or children, with any proposed trade, they shall abstain from voting on such trade and the vote shall fall to the appropriate Division Director.
 - 5. No “assigned” player may be traded.**

- IV. CALL-UPS: The available list of potential Call-Ups will be maintained by the Player Agent through out the season. ANY Call-Up Request must be submitted to the Player Agent.
 - For AAA: No call-ups will be approved after 50% of the games have been played.
 - For Major: No call-ups will be approved in the last 2 weeks of the regular season.



A. MAJOR

1. Managers shall have 48 hours from the point of notification that one of their players is no longer going to participate for the season, whether through injury, moving out of state, parent notification, etc., to inform the Player Agent in writing. A manager must inform their Division Director and Player Agent if a player has missed excessive practices and games (above three) and may be penalized if they do not.
2. Upon a Major team losing a 12-year-old player, in accordance with LL Section III (d), the team shall obtain a 12-year-old player from the division waiting list until 2 weeks after the first scheduled game. If the team loses a 12-year-old player after two weeks or no league age 12-year-old player is on the waiting list; the team will obtain the first available player from the league's Call-up list, listed by order of evaluations scores.
3. If a team loses a league age 11-year-old, the team will obtain the first available age-appropriate (same age) player from the league's Call-up list, in order of preference.
4. ONLY AAA players are eligible to be called up to the Major.
5. A player brought up to the Major division from a Minor division shall be considered a Major division player for the following year draft.

B. AAA

1. If a AAA team loses a single player, the team will continue to play with an 11 player roster.
2. If a team loses one more player dropping them to 10, they will call up one player from a AA team that has a full 12-player roster.
3. Upon a AAA team losing an 11-year-old player, in accordance with LL Section III (d), the team shall obtain an 11-year-old player from the waiting list until 2 weeks after the first scheduled game. If the team loses an 11-year-old player after two weeks or no league age 11-year-old player is on the waiting list, the team will obtain the first available player from the league's Call-up list.
4. If a team loses a league age 9- or 10-year-old, the team will obtain the first available age-appropriate (same age) player from that the league's Call-up list.
5. ONLY AA players are eligible to be called up to the AAA Division.
6. A player brought up to the AAA division from AA division shall be considered a AAA division player for the following year draft.

C. AA

1. If a AA team loses a single player, the team will continue to play with an 11 player roster.
2. Upon a AA team losing an additional player, the team may obtain a 9-year-old player from the waiting list until 2 weeks after the first scheduled game. If the team loses a 9-year-old player after two weeks or no league age 9-year-old player is on the waiting list, the team will obtain the first available player from the league's Call-Up list of **evaluated** 8-year olds (in A) not assigned to AA in the draft.



3. Non-evaluated A Division players are not be eligible to be called up to the AA Division, in which case the AA team may hold a special evaluation to fill the roster position, or continue the season with the reduced roster.

D. The President shall be made aware of all player movements, prior to them occurring, by the Player Agent and has final authority to approve or deny movement.

1. Player Agent will be responsible for player/parent notification.

2. Player Agent shall be responsible for Manager notification.

3. Once notification of player movement approval is made to the parent, it becomes effective immediately.

4. Vice President is to ensure that all managers adhere to positively promoting any such player movement.

V. LENGTH OF OWNERSHIP

A. The Board of Directors shall reserve the right to continue any child as a league player, whose residence changes after becoming a member of the league, as provided for in Regulation II(d) of the Official Regulations of Little League®. However, the best interests of the child should be taken into consideration by the Board in exercising this right. NOTE: To maintain eligibility, a player must not miss spring season of baseball.

B. All players shall be returned to the draft system annually.

VII. LATE REGISTRATION

A. Late registration players will be placed on a waiting list maintained by the Player Agent. Those players shall be listed in the order they registered.

B. The waiting list shall remain confidential, accessible only by the Player Agent and the President. The waiting list shall remain active for a period of two weeks after the first regular season game. During this two-week period if a position should open on a Major or Minor division roster, it shall be filled by the first age-appropriate player on the waiting list. An attempt will be made to find a roster position for every interested player.



LEAGUE WIDE RULES

I. **CODE OF CONDUCT:** The Chandler National Code of Conduct supersedes all behaviors by players, coaches and spectators while on Chandler National grounds (including parking lots). Any violation of the Code will be investigated by the CNLL Disciplinary Committee, as outlined in the appropriate league policies.

A. Cheering / Noisemakers by Fans / Players

- a. A team (and its fans) shall only cheer for their own team. A cheer does not become a jeer designed to rattle or upset the other players, managers, coaches, parents or umpires.
- b. **No negative, derogatory, or insulting comments by any person shall be made while on Chandler National grounds. See CNLL's Code of Conduct.**
- c. Derisive language designed to demean an opposing team, player, manager, coach, parent or umpire shall not be allowed, and may be grounds for ejection or suspension.
 - If overheard, the umpire shall give the manager of the offending team ONLY one warning, and if the action(s) continues, the manager shall be ejected from the game.
- d. Formal complaints of violations of the Code of Conduct concerning a player, manager, coach, parent, umpire or CNLL Board member must be filed within 24 hours. The CNLL Disciplinary Committee shall not act upon phone calls or oral complaints.
- e. Artificial noise makers, public address systems or sound systems CANNOT be used at any time.

B. Ejections

- a. If a player, manager, coach or spectator is ejected from a game by either an Umpire, Board of Directors Member, or other personnel authorized to do so by the Board of Directors, they must leave the grounds immediately. Failure to comply shall result in forfeiture of the associated team's game.
- b. Report of an ejection, will be confirmed and addressed by the CNLL Disciplinary Committee, according to the Policy set in place by the Executive Board, however, an automatic suspension from the next game shall be mandatory for any ejected player, coach or manager. Further suspension or consequences will be determined by the CNLLDC.
- c. A manager, coach or adult spectator may not attend a suspended game in any capacity, even as a spectator. He/she may not communicate with the coaches or players about game play, before, during, or after the game while on CNLL grounds (including the Parking Lot).
- d. Any player ejected from a game shall serve the suspension by sitting in the dugout in uniform, but shall not participate in the game in any capacity, even as a player base coach.

PLEASE REFER TO CHANDLER NATIONAL'S CODE OF CONDUCT



II. **RULES:** Rules are governed by the Board of Directors, and authorization has been given to any umpire to uphold them on Chandler National grounds. Any violation shall also be investigated by the CNLL Disciplinary Committee, as outlined in the appropriate league policies.

A. **DIVISIONS:** 8 Divisions are run in Chandler National, according to Little League ® Rules:

Rookie	Minor AAA	Senior (if interest)
Minor A	Major	Challenger
Minor AA	Junior	

Each Division will have specific Rule Sets (as approved below) for game play. Any Coach or Manager must be familiar with your specific division rules.

B. **LOCATIONS:** Games are played at Snedigar North Baseball Complex at 4500 S Basha Rd in Chandler, Arizona.

1. The Home Team, as designated on the official schedule, will always set up along the 3rd base line or 3rd base dugout.
2. Home team will set up and take down bases; any cones; and supply game balls.
3. Both teams are responsible for picking up trash on and around the field after the game.

C. **TEAM COMPOSITION**

1. Each team shall be rostered to 12 players, unless otherwise specified in the Division Rules.
2. Each team shall have the following Staff:
 - One Manager
 - One Head Coach
 - At least one, but no more than 3 Assistant Coaches
 - A Team Parent
 - An official Scorekeeper, and if in player pitch, an official Pitch Counter.
3. **Scorebook/Pitch Count Records**
 - a. All scorebooks and pitch count books (even digital) are league domain, i.e. opposing managers, scorekeepers and all league officials shall be provided access to a team's scorebook and pitch count book upon request.
 - b. Each AA-Junior team must have 2 different people to keep these records: one for the scorebook and a different person recording pitch counts. A teams may have a single scorekeeper. Official books or records must remain out of the dugout, for access by the opposing team or Umpires.
 - c. The home team manager will be required to place and connect the GameChanger camera behind home plate. The Division Director will assure that mangers and head coaches have access to initiate game recording.
 - d. The official start time for every game is provided by the umpire and shall be recorded in the scorebook.
 - e. Both teams will keep score and pitch count records. Specific attention should be placed on ensuring accuracy of pitcher information: name, jersey number, innings pitched, substitutions, and pitches thrown (not batter's count). At the end of the game both teams scores and pitch counts will be reported to the Home Plate Umpire. Any major discrepancy **MUST** be noted on the Umpire's game record card.
 - f. Divisional Directors shall have unlimited access to any CNLL team's tracking, communication or record keeping app used by a team, be that the league's GameChanger team account, or another application used by any team.



D. GAME PLAY

1. OFFENSE

a. Batting & Batting Order

1. A continuous bating order including all players present shall be used. Managers are strongly encouraged to vary their bating orders each game.
2. If a player becomes injured, ill or must leave the game site after the start of the game, the team will skip over his/her spot in the line-up without penalty. If said player returns, he/she will be re-inserted into their original spot in the bating order and the game continues.
3. A line-up card shall be provided to the opposing team manager. Line-up cards shall include each player's first and last name along with each player's jersey number.
4. If a batter becomes injured while at the plate and cannot continue to play, the proper batter becomes the one whose name immediately follows that of the injured player in the bating order. The new batter begins with a new count. If an injured batter's turn comes up and he cannot play he is skipped without a penalty.
 - If batter is hit by pitch and cannot continue, the last batted out will become the runner for the injured batter. The batter does not have to touch first base.
5. For safety, no player other than at-bat-hitter can have a bat in their hands inside or outside of the playing fences or dugout during games.
6. No on-deck hitter is allowed.
7. No player shall be allowed to throw a bat after contacting the ball. Managers are responsible for controlling bat throwing by players. The Umpire may issue ONLY one warning per game to the offending player. Additional violations may result in player ejection from the batting order, and the manager may be subject to additional discipline.
8. Any player who throws any piece of equipment as a sign of temperament is subject to ejection from the game and subsequent punishment. This may include bats, balls, gloves, helmets, hats, catcher's equipment, or water bottles. Kicking of any equipment or field structure is also not allowed, and carries the same potential punishments.
9. A batter is out for illegal action when: he/she fakes a bunt and then takes a full swing. Commonly referred to as a "butcher-boy".



b. PITCHING: Please refer to the Division Specific Rules regarding pitching, mound distances and limitations. ALL Little League® rules for pitching shall be **strictly** enforced [LL. VI].

1. The number of pitches allowable under these regulations, also notes specific, and ABSOLUTE rest periods required for certain thresholds of pitches delivered in a day.

PITCHING RULES	
# OF PITCHES	DAYS REST
1-20	
21-35	1
36-50	2
51-65	3
66+	4
AGE	MAX PITCHES/DAY
8 & under	50
9 & 10	75
11 & 12	85
13 - 16	95

2. If a pitcher reaches the daily limit imposed in LL Regulation VI (c) for his/her league age while facing a batter, the pitcher may continue to pitch until any one of the following conditions occur:

- That batter reaches base
- That batter is put out
- The third out is made to complete the half inning.

The required rest days will be determined by when the pitcher **started** his last batter. For example: The pitcher starts his last batter with 19 pitches and throws 4 pitches to the next batter. This pitcher's rest is (0) days per the rule.

3. Pitchers are limited to 8 warm up pitches at the start of any game, and 4 warm up pitches for any other inning.

4. A player may be entered and/or re-entered defensively into the game anytime, except the pitcher. A pitcher once removed, may not re-enter the position of pitcher.

5. Per the rule (Regulation VI d. Note) **under no circumstances may a pitcher pitch on three (3) consecutive days.**

6. A pitcher must be removed from the mound when he/she has hit three batters during one inning, or hit a total of 5 batters during the game.

c. Players Pitch-Catching

1. If a catcher catches three (3) or less innings, he may also pitch. Standard pitch count rules are in effect.
2. If a catcher plays the catcher position for any part of four (4) innings, he may NOT pitch.
3. If he has caught three (3) or less innings AND pitches for less than 21 pitches, he may return to catcher and finish the game. However, if he has caught three (3) or less innings AND makes 21 or more pitches he may NOT return to the position of catcher. (Standard "completes the hitter" rules apply.)



4. If a pitcher has made less than 40 pitches (standard "completes the hitter" rules apply) and has not previously caught, he may play the position of catcher for the remainder of the game. If a pitcher exceeds 40 pitches, he may not play the position of catcher. (standard "completes the hitter" rules apply)

CATCHING RULES	
< 3 innings	Standard Pitch Count Applies
4+ innings	Can Not Pitch
< 3 & < 21 pitches	Can Return to Catch
< 3 & 21+ pitches	Can Not Catch
< 40	Can Catch
40+	Can Not Catch

d. Pre-Game Disclosures: Both managers need to disclose and communicate to each other, the Home Plate Umpire, and the official scorers / pitch count recorders, any non-eligible pitchers, catchers, or players not playing due to illness, injury or absence at the pre-game meeting at home plate prior to beginning the game.

1. Any manager, coach or team representative found using ineligible pitchers, catchers, or players are subject to a minimum one game suspension.
2. A manager or coach may cross the foul line to conference with any player during a defensive timeout requested and granted by the umpire. The conference [visit], no matter the position of the player, shall be charged as a visit with the pitcher. A pitcher must be removed from the mound on 3rd visit of the inning, or 4th mound visit of the game.

e. Hitting & Base Running: Please refer to the Division Specific Rules.

1. If a runner becomes injured while on base or running between bases, then the offensive player who scored or was put-out (first prior eligible runner) shall take the place of the injured runner.
2. Only one offensive time out is permitted per inning, and only after permission is granted by the Home Plate Umpire.

2. DEFENSE

a. Fielding

1. A team must be able to field 8 players in order to start or continue play of a game.

A. Forfeits: If at 10 minutes after the official start time of a game, a team cannot field 8 defensive players, the game shall be recorded as a forfeit. If neither team is able to field 9 or more players, the game shall be recorded as canceled.

- a. The forfeit shall be recorded as a 6-0 loss in favor of the team that is able to field 9 or more players.
- b. There will be NO rescheduling of any forfeited game.
- c. The Board of Directors encourages teams to play a "scrimmage game" after a recorded forfeit, utilizing registered division players from either team.

2. Sit Rule/ Minimal Play Rule (MPR) shall be in effect.

A. No player shall sit on the bench more than one consecutive defensive inning.



B. If a player must sit for more than one consecutive inning, that player must START the next game AND complete the shortage from the prior game PLUS remain in the game until his MP is fulfilled for the current game.

- In addition, the manager shall receive a written warning for the first offense, a suspension for the next scheduled game for the second offense and a suspension for the remainder of the season for the third offense. If the violation is determined to be intentional, a more severe penalty may be assessed by the CNLL Disciplinary Committee (CNLLDC).

- Exception: (per LL Rulebook Regulation IV Note 2) if the game is shortened, the penalty in this regulation regarding the player who did not meet mandatory play cannot be reduced or waived. Note: the home team not batting in the bottom of the 6th inning is not considered a shortened game.

3. PROGRESSION. See specific Division Rules

a. 5+ Run Rule: If the 5 Plus (+) Run Rule applies, each team can score up to 5 runs each inning, or 5 runs past the other team, each inning, and then the inning is over (even if three outs have not yet occurred).

Example: The visiting team scored 5 runs in the 1st inning, when the home team has only achieved one out, and the half-inning is over. The home team can now score 10 runs before, or the visitors can make 3 outs, whichever comes first and then it will be the 2nd inning, etc.

[NOTE: There is no continuation play. If the 5th and 6th run of the inning scores from the play. The 6th run does not count. Limit is 5 runs.]

b. Mercy Rule: If, at the end of the inning (half-inning if the home team is ahead)

15 runs after 3 innings

10 runs after 4 innings

8 runs after 5 innings

E. POST SEASON

1. Tournament Rules

a. All regular season rules apply unless otherwise specified (including the mercy rule as stated above).

b. If possible, and as the schedules allows, all postseason tournaments will be Double Elimination (Must lose twice)

c. Tournament Seeding will be determined by the regular season record of all teams.

- Tie Breaker: to be determined by the Division Director based on Head-to-Head Record, or least number of Runs allowed.

d. The home team shall be determined by the team with the higher seed (#1 is the highest).

e. All tournament games must have a winner and will play extra innings if necessary to determine the winner.

f. The Championship game will be 6 innings. In the case of a tie after 6 innings, the game continues until there is a winner.

- During the Championship game only, the 5+ Run Rule, if applicable, will be eliminated in the 6th inning of this game.



F. PLAYER EQUIPMENT: Contact the Equipment Manager equipmentmanager@chandlernational.com for other CNLL provided equipment issues. Managers are responsible for ensuring all player equipment meets the standards of Little League® and CNLL including padding of bating and catching helmets, catcher throat guards, etc.

a. Catching Equipment:

- Any player warming up a pitcher shall wear protective catcher's helmet, full face mask with throat guard, and chest protector.
- Game equipment also includes leg and shin guards, and a proper catchers mitt. Male catchers must wear a protective cup.
- All catchers must have 'dangling type' throat guard as provided by the league.

b. All batters, base runners and player base coaches must wear protective helmets.

c. Bats must adhere to the USA Bat Policy in the LL rules and have the "USA Baseball" stamp on the bat. Managers are responsible for ensuring all bats meet this requirement.

d. Jerseys and hats will be provided by the league. Teams shall not make any additions to the provided uniforms other than attaching the LL approved patch on the left sleeve of the jersey, or adding player names to the upper back (above the number). If a team makes any unapproved changes to their uniforms it shall result in replacement of the uniforms at the manager's expense.

e. Players shall be allowed to wear "cooling rags" while on defense only. These "rags" may not be a closed-loop type resembling a necklace



ROOKIE DIVISION

Location: Games may be played on fields E, F, 9, & 10

Game Time: - No new inning after 1 Hour. NO EXCEPTIONS
- Once an inning has been started it will be completed, or until dark on un-lit fields.

Field Setup: - The infield should be square, with 1st and 3rd bases set at 50 feet from home, 70.5 feet from inside corner of 1st to 3rd.
- Outfield cones should be placed in a 120 foot arc from center of home.

Team Composition: Each team roster will consist of 9-10 players.

Game Play: Neither the score nor outs shall be recorded.

Offense: Coach Pitch with Tee assist

- A continuous batting order including all players present shall be used.
- All players shall bat before an end of half inning is called.
- For safety, coaches shall keep all bats inside the backstop. No player, other than the current batter, shall have a bat in their hands.
- No on-deck hitter is allowed.

- An offensive manager/coach shall pitch 3 balls to the batter from either kneeling or standing positioned 20 feet from home plate.
- If the ball is not batted fair, then the batter will use tee assist. THERE ARE NO STRIKEOUTS.
- Two (2) adult coaches may coach the bases while on offense.

Defense: - All players shall play defense.
- ONLY 6 infielders are allowed: pitcher, 1st, 2nd, 3rd, SS, & rover. All other players shall be placed in the outfield.
- A Minimum Play Rule (aka Sit Rule is in effect.)
- Any coach closest to the play or base shall make a play call. There are no appeals or protests.
- Two (2) adult defensive coaches may be in the outfield.

Progression: - Any base runner that is found out shall be removed from the base.
- On a fair batted ball that does not pass the outfield cones, runners/batter may advance one base maximum unless put out by the defense.
- A fair batted ball that rolls beyond the outfield cone line, shall be called a dead ball. Runners and batter are awarded two bases from the base they occupied at the time of the pitch. (Ground Rule Double).
- A fair batted ball that flies over the cone line, shall be called a dead ball. Runners and batter all score (Home Run).
- Only one additional base shall be awarded to a base runner on an overthrow to (1st) or third (3rd) base, even if the ball is still in play.

Postseason: No post season play. Not AllStar eligible.





A DIVISION

Location: Games will be played on fields 7, 8, 9, & 10

Game Time:

- No new inning after 1 hour and 15 minutes. NO EXCEPTIONS.
- Each half-inning shall end with either: three outs or five players cross home plate (5 Run Rule), whichever comes first.
- Per LL, any minor league game called for any reason shall be considered complete after one full inning has been completed.

Field Setup:

- Home team will set up the field, as needed, including chalk lines, insert bases and distribute cones.
- Visiting team will remove bases, place plugs in base receptacles, drag and water the infield after game conclusion.
- Home team will supply 6 game balls.

- All bases should be set at 60 feet.
- The pitching rubber shall be set at 35 feet, with a 10-foot diameter circle. This circle will serve as the pitching area.
- Home run/ground-rule double cones will be set at 150 feet from center of home plate.
- A hitting line will be marked by an arc with a radius of 8 feet from home plate. The area between home plate and the arc will be considered a 'foul-ball zone.'

Team Composition:

- Each team roster will consist of a minimum of 11 players and a maximum of 13 players, unless expressly approved by the Vice President and the Player Agent.
- A team must field 8 players, or forfeit the game.
- One adult coach (or verified parent volunteer) must always be present in the dugout, whether the team is bating or on the field defensively.

Game Play: *Scores, outs and standings shall be recorded.*

Offense: Coach Pitch

- A continuous bating order including all players present shall be used. Managers are strongly encouraged to vary their bating orders each game.
- If a player becomes injured, ill or must leave the game site after the start of the game, the team will skip over his/her spot in the line-up without penalty. If said player returns, he/she will be re-inserted into their original spot in the bating order and the game continues.
- A line-up card shall be provided to the opposing team manager. Line-up cards shall include each player's first and last name along with each player's jersey number.
- If a batter becomes injured while at the plate and cannot continue to play, the proper batter becomes the one whose name immediately follows that of the injured player in the bating order. The new batter begins with a new count. If an injured batter's turn comes up and he cannot play he is skipped without a penalty.



- If batter is hit by pitch and cannot continue, the last batted out will become the runner for the injured batter. The batter does not have to touch first base.
 - For safety, coaches shall keep all bats inside the backstop. No player, other than the current batter, shall have a bat in their hands.
 - No on-deck hitter is allowed.

 - The minimum pitching distance will be the front of the pitching circle – 30 feet. The recommended distance for 8-year-olds is at the back of the circle – 40 feet.
 - An offensive manager/coach shall pitch 5 balls to the batter from either kneeling or standing position. The batter has to put the ball in play regardless of the pitch being considered a ball or strike. If the batter hits a foul ball on the 5th pitch, a 6th pitch may be delivered. The batter will CONTINUE to receive pitches as he/she continues to foul off pitches or puts the ball in play.
 - If the ball is not put in play or a foul ball, the at-bat will be recorded as a strikeout.
 - Any ball that does not clear the hitting line will be considered a foul ball. A ball that hits beyond the hitting line and retreats into the 'foul ball zone' will be considered in play.
 - Bunting will NOT be allowed. Any bunted ball will be considered a pitch delivered (not foul) against the hitter's count.
 - A maximum of four (4) adult coaches can occupy the field of play while on offense – one pitcher, one catcher and an adult in each coaching box. No other adults shall be on the playing field in a coaching capacity, including the foul areas.
- Defense:**
- A maximum of two (2) adult coaches may be on the field, including the foul areas or behind home plate, when their team takes the field to play defense.
 - The defensive team will play with a maximum of 10 players on the field. The 10th player MUST be placed in the outfield, a second pitcher and/or infield rover position is prohibited.
 - A Minimum Play Rule (aka Sit Rule is in effect.)
- Progression:** Base Running:
- On a fair batted ball that does not pass the outfield cones, runners/batter may advance one base maximum unless put out by the defense.
 - Any base runner that is found out shall be removed from the base.
 - There is NO stealing of any base allowed.
 - A fair batted ball that rolls beyond the outfield cone line, shall be called a dead ball. Runners and batter are awarded two bases from the base they occupied at the time of the pitch. (Ground Rule Double)
 - A fair batted ball that flies over the outfield cone line, shall be called a dead ball. Runners and batter all score (Home Run).
 - Any batted ball that strikes the pitcher/coach shall be deemed dead and re-done.
 - On a fair batted, infield ground ball, runners may advance a maximum of one base.



- On a fair batted ball that passes the infield (onto grass) but does not pass the outfield cone line, runners may advance one or more bases at their own risk.

Overthrows: A missed catch at a base is NOT an overthrow. If the ball could be reasonably caught without jumping or over-stretching, it will be deemed a missed catch, even if it rolls past the cone.

- A cone will be set 10 feet into foul territory between the 1st and 3rd base and the fence lines.
- Any overthrown ball intended to make a play on a runner at 1st or 3rd, that does NOT pass the cone, is a dead ball and runners (not batter-runner) may NOT advance beyond one (1) base from their position at time of the pitch. The batter-runner is to stay at 1st.
 - Example: Runner on 2nd, ground ball to second who overthrows 1st and the ball does NOT pass the cone. Runner on 2nd may advance to 3rd, batter stays at 1st.
- Any overthrown ball which is intended to make a play on a runner at 1st or 3rd that does pass the cone is a dead ball. The runner for which the play was made is awarded one (1) additional base. However, no other runner, unless forced by the award shall advance.
 - Example 1: Bases loaded, ground ball to second who overthrows 1st and the ball passes the cone. Runner on 3rd scores, 2nd also scores (gets to 3rd, is forced home), 1st is forced to 3rd, and batter-runner is awarded 2nd.
 - Example 2: Runner on 2nd, ground ball to second who overthrows 3rd and the ball passes the cone. 2nd scores (gets to 3rd and is awarded home), batter-runner stays on 1st.
- Any overthrow of 2nd base (any ball that cannot be reasonably caught by the baseman extending his gloved arm all the way) is an immediate dead ball and runners may NOT advance beyond one base from their position at the time of the pitch.
 - Example: Runner on 1st, ground ball to third who overthrows to second. Runner at 1st must stay on or return to 2nd.

- Postseason:**
- Scores and standings will be kept during regular season. Postseason play will be seeded based on standings.
 - All regular season rules apply.
 - A 5+ (Plus) Run Rule is in place for the tournament. This means a team may score up to 5 runs in an inning if they are ahead or if behind that team may go ahead by only 5 runs in an inning.
 - Example: Team A has 5 runs and Team B has 0 runs. When Team A bats they can only score 5 runs since they are ahead. Team B can score up to 10 runs because they can score 5 runs over what the other team has.
 - Mercy Rule: If after 4 innings a team is ahead by 20 runs, the game shall be declared over.



Championship Game:

- An Infield Umpire will be provided for the Championship game.
- All regular season rules apply. Unless noted here.

- The game shall be played through 6 innings, and extended if tied.
- Once an inning has been started it will be completed. Should the game be called on account of weather or prolonged innings by the Umpire, it will be scheduled for completion at a later date. The game shall resume from the precise moment it was halted.
- For the 6th inning and beyond, the 5+ Run Rule will be eliminated.



AA DIVISION

Location: Games will be played on fields 7, 8, 9 & 10.

- Game Time:**
- No new inning after 1 hour and 40 minutes. NO EXCEPTIONS.
 - Per LL, no new inning can be started after 10 pm.
 - The new inning starts immediately after the 3rd out is recorded from the previous inning. Once the 3rd out is recorded the team taking the field has 1 minute to take the field and warm-up.
 - Once an inning has been started it will be completed. There is no “drop dead” time.
 - Time limits are the responsibility of the Home Plate Umpire and cannot be appealed.
 - Each half-inning will end with either three outs, or if the offense has gone ahead by five runs (5+ (Plus) Run Rule). See below.
 - Mercy Rule: The head coach of the losing team shall concede victory, if the score differential at the end of the inning exceeds:
 - 15 runs after the 3rd inning
 - 10 runs after the 4th inning
 - 8 runs after the 5th inning
 - Per LL, any minor league game called for any reason, shall be considered complete after 1 full inning has been completed.

- Field Setup:**
- Home team shall occupy the 3rd base dugout.
 - Home team will set up the field, as needed, including chalk lines, insert bases and distribute cones.
 - Visiting team will remove bases, place plugs in base receptacles, drag and water the infield after game conclusion. They MUST LOCK Coaches’ sheds, and score board boxes (if used).
 - If desired, the visiting manager is responsible for setting up and running the field scoreboard.
 - The last visiting Head Coach at the fields is responsible for turning OFF ALL fields lights.
 - Both teams will be responsible for cleaning up the field after each game.
 - All dugout gates shall be closed for game play. The Umpire shall provide ONLY one warning to the manager for infraction of this rule.

- Team Composition:**
- Each team roster will consist of a minimum of 11 players and a maximum of 13 players, unless expressly approved by the Vice President and the Player Agent.
 - A team must have 8 players to begin and continue play of a game. See league rules on forfeits.
 - The Home plate umpire shall call a forfeit of the game at 10 minutes past the scheduled start time if one team is unable to defensively field 8 players.
 - A maximum of four (4) approved volunteers (over 18), per team, may be on the field or in the dugout during play.
 - Managers may elect to use two adult base coaches, one at 1st and one at 3rd, and only allowed to base coach if there is at least one (1) approved adult volunteer in the



- dugout to supervise the players.
- Player base coaches are NOT allowed in this division.

- Game Play:**
- NO Protest is allowed in AA division games.
 - The Head Coach (only) may ask for a time out and, if granted by the Home Plate Umpire, approach for a clarification of a rule. They may NOT address the opposing team's staff or players. Violation of this rule may be grounds for immediate ejection or other penalties as deemed by the CNLL Code of Conduct.

Player Pitch. All Little League rules for pitching shall be strictly enforced.

- Offense:**
- A continuous bating order including all players present shall be used. Players arriving after submission of the line-ups to the umpire shall be placed at the end of the order.
 - If a player becomes injured, ill or must leave the game site after the start of the game, the team will skip over his/her spot in the line-up without penalty. If said player returns, he/she will be re-inserted into their original spot in the bating order and the game continues.
 - A line-up card shall be provided to the opposing team manager. Line-up cards shall include each player's first and last name along with each player's jersey number.
 - If a batter becomes injured while at the plate and cannot continue to play, the proper batter becomes the one whose name immediately follows that of the injured player in the bating order. The new batter begins with a new count. If an injured batter's turn comes up and he cannot play he is skipped without a penalty.
 - If batter is hit by pitch and cannot continue, the last batted out will become the runner for the injured batter. The batter does not have to touch first base.

- Defense:**
- A player may be entered and/or re-entered defensively into the game anytime, except the pitcher. A pitcher once removed, may not re-enter the position of pitcher.
 - A Minimum Play Rule (aka Sit Rule is in effect.)
 - Intentional Walks: prior to a pitch being thrown the defense elects to "intentionally walk" the batter by announcing this to the plate umpire. The announcement must be made by the manager by requesting and being granted a "time" by the umpire and then informing the plate umpire of the intent to walk the batter.
 - The ball is considered dead, and no other runners may advance unless forced by the batter's award.
 - Four pitches will be added to the pitch count.
 - You may only Intentionally Walk a player 1 time without throwing pitches. The second time you want to walk the player you must throw him 4 balls.

- Progression:** Base Running:
- A base runner may not advance to the next base once the pitcher has possession of the baseball and has at least one foot on the green mound (bump).
 - If a runner becomes injured while on base or running between bases, then the offensive player who made the last batted out shall take the place of the injured runner.



- If a team starts the game with 9 players but one gets sick, hurt, or must leave early, that player's spot in the batting lineup is not an out and is simply skipped.
 - If a player is sick, they should leave the dugout immediately.
- The 5+ (Plus) Run Rule applies. Each team may go up 5 runs past the other team each half inning. If so, the inning is over (even if three outs have not yet occurred).
 - Example: The visiting team scored 5 runs in the first inning, the home team has only achieved one out in the first inning, since the visitors have reached their five runs, the half-inning is over. The home team can now score 10 runs, or the visitors can make 3 outs, whichever comes first, and the umpire will call the end of the half-inning, etc.

[NOTE: There is no continuation play. If the 5th and 6th run of the inning scores from the same play, the 6th run does not count. Limit is 5 runs. The ONLY exception is an out of the park HOME RUN. If a Home Run (on the fly) drives in the 5th run, all runs forced will score.]

- Postseason:**
- All regular season rules apply unless otherwise specified. (including the Mercy Rule as stated above).
 - Tournament Seeding will be determined by the regular season record of all teams.
 - Tie Breaker
 - Head-to-Head Record
 - Least number of Runs allowed.
 - The home team shall be the team with the higher seed (#1 is the highest seed).

Championship Game: will be 6 innings. In the case of a tie after 6 innings, the game continues until there is a winner.

- The 5+ Run Rule will be eliminated in the 6th inning of this game.

All Stars: Shall be governed by the rules adopted in entirety by Little League ® Inc for that season.



AAA DIVISION

Location: Games will be played on fields 7, 8, 9 & 10.

- Game Time:**
- No new inning after 1 hour and 40 minutes. NO EXCEPTIONS.
 - Per LL, no new inning can be started after 10 pm.
 - The new inning starts immediately after the 3rd out is recorded from the previous inning. Once the 3rd out is recorded the team taking the field has 1 minute to take the field and warm-up.
 - Once an inning has been started it will be completed. There is no “drop dead” time.
 - Time limits are the responsibility of the Home Plate Umpire and cannot be appealed.
 - Each half-inning will end with either three outs, or if the offense has gone ahead by five runs (5+ (Plus) Run Rule). See below.
 - Mercy Rule: The head coach of the losing team shall concede victory, if the score differential at the end of the inning exceeds:
 - 15 runs after the 3rd inning
 - 10 runs after the 4th inning
 - 8 runs after the 5th inning
 - Per LL, any minor league game called for any reason, shall be considered complete after 1 full inning has been completed.

- Field Setup:**
- Home team shall occupy the 3rd base dugout.
 - Home team will set up the field, as needed, including chalk lines, insert bases and distribute cones.
 - Visiting team will remove bases, place plugs in base receptacles, drag and water the infield after game conclusion. They MUST LOCK Coaches’ sheds, and score board boxes (if used).
 - If desired, the visiting manager is responsible for setting up and running the field scoreboard.
 - The last visiting Head Coach at the fields is responsible for turning OFF ALL fields lights.
 - Both teams will be responsible for cleaning up the field after each game.
 - All dugout gates shall be closed for game play. The Umpire shall provide ONLY one warning to the manager for infraction of this rule.

- Team Composition:**
- Each team roster will consist of a minimum of 11 players and a maximum of 13 players, unless expressly approved by the Vice President and the Player Agent.
 - A team must have 8 players to begin and continue play of a game. See league rules on forfeits.
 - The Home plate umpire shall call a forfeit of the game at 10 minutes past the scheduled start time if one team is unable to defensively field 8 players.
 - A maximum of three (3) approved volunteers (over 18), per team, may be on the field or in the dugout during play.
 - Managers may elect to use two adult base coaches, one at 1st and one at 3rd, and only allowed to base coach if there is at least one (1) approved adult volunteer in the



dugout to supervise the players.

- Player base coaches are allowed in this division, but are required to wear a helmet at all times, when outside the dugout gate.

Game Play: - NO Protest is allowed in AAA division games.

- The Head Coach (only) may ask for a time out and, if granted by the Home Plate Umpire, approach for a clarification of a rule. They may NOT address the opposing team's staff or players. Violation of this rule may be grounds for immediate ejection or other penalties as deemed by the CNLL Code of Conduct.

Player Pitch. **All Little League rules for pitching shall be strictly enforced.**

Offense: - A continuous bating order including all players present shall be used. Players arriving after submission of the line-ups to the umpire shall be placed at the end of the order.

- If a player becomes injured, ill or must leave the game site after the start of the game, the team will skip over his/her spot in the line-up without penalty. If said player returns, he/she will be re-inserted into their original spot in the bating order and the game continues.
- A line-up card shall be provided to the opposing team manager. Line-up cards shall include each player's first and last name along with each player's jersey number.
- If a batter becomes injured while at the plate and cannot continue to play, the proper batter becomes the one whose name immediately follows that of the injured player in the bating order. The new batter begins with a new count. If an injured batter's turn comes up and he cannot play he is skipped without a penalty.
- If batter is hit by pitch and cannot continue, the last batted out will become the runner for the injured batter. The batter does not have to touch first base.

Defense: - A player may be entered and/or re-entered defensively into the game anytime, except the pitcher. A pitcher once removed, may not re-enter the position of pitcher.

- A Minimum Play Rule (aka Sit Rule is in effect.)
- Intentional Walks: prior to a pitch being thrown the defense elects to "intentionally walk" the batter by announcing this to the plate umpire. The announcement must be made by the manager by requesting and being granted a "time" by the umpire and then informing the plate umpire of the intent to walk the batter.
 - The ball is considered dead, and no other runners may advance unless forced by the batter's award.
 - Four pitches will be added to the pitch count.
 - You may only Intentionally Walk a player 1 time without throwing pitches. The second time you want to walk the player you must throw him 4 balls.

Progression: Base Running:

- A base runner may not advance to the next base once the pitcher has possession of the baseball and has at least one foot on the green mound (bump).
- If a runner becomes injured while on base or running between bases, then the offensive player who made the last batted out shall take the place of the



injured runner.

- If a team starts the game with 9 players but one gets sick, hurt, or must leave early, that player's spot in the batting lineup is not an out and is simply skipped.
 - If a player is sick, they should leave the dugout immediately.
- The 5+ (Plus) Run Rule applies. Each team may go up 5 runs past the other team each half inning. If so, the inning is over (even if three outs have not yet occurred).
 - Example: The visiting team scored 5 runs in the first inning, the home team has only achieved one out in the first inning, since the visitors have reached their five runs, the half-inning is over. The home team can now score 10 runs, or the visitors can make 3 outs, whichever comes first, and the umpire will call the end of the half-inning, etc.

[NOTE: There is no continuation play. If the 5th and 6th run of the inning scores from the same play, the 6th run does not count. Limit is 5 runs. The **ONLY** exception is an out of the park HOME RUN. If a Home Run (on the fly) drives in the 5th run, all runs forced will score.]

- Postseason:**
- All regular season rules apply unless otherwise specified. (including the Mercy Rule as stated above).
 - Tournament Seeding will be determined by the regular season record of all teams.
 - Tie Breaker
 - Head-to-Head Record
 - Least number of Runs allowed.
 - The home team shall be the team with the higher seed (#1 is the highest seed).

Championship Game: will be 6 innings. In the case of a tie after 6 innings, the game continues until there is a winner.

- The 5+ Run Rule will be eliminated in the 6th inning of this game.

All Stars: Shall be governed by the rules adopted in entirety by Little League ® Inc for that season.



MAJOR DIVISION

Location: Games will be played on fields 7 & 8.

Game Time: - No new inning after 1 hour and 55 minutes. NO EXCEPTIONS.

- Per LL, no new inning can be started after 10 pm.
- Each half-inning will end with three outs.
- The new inning starts immediately after the 3rd out is recorded from the previous inning. Once the 3rd out is recorded the team taking the field has 1 minute to take the field and warm-up.
- Once an inning has been started it will be completed. There is no “drop dead” time.
- Time limits are the responsibility of the Home Plate Umpire and cannot be appealed.
- Mercy Rule: The head coach of the losing team shall concede victory, if the score differential at the end of the inning exceeds:
 - 15 runs after the 3rd inning
 - 10 runs after the 4th inning
 - 8 runs after the 5th inning

Field Setup: - Home team shall occupy the 3rd base dugout.

- Home team will set up the field, as needed, including chalk lines, insert bases and distribute cones.
- Visiting team will remove bases, place plugs in base receptacles, drag and water the infield after game conclusion. They MUST LOCK Coaches' sheds, and score board boxes (if used).
- If desired, the visiting manager is responsible for setting up and running the field scoreboard.
- The last visiting Head Coach at the fields is responsible for turning OFF ALL fields lights.
- Both teams will be responsible for cleaning up the field after each game.
- All dugout gates shall be closed for game play. The Umpire shall provide ONLY one warning to the manager for infraction of this rule.

- Team Composition:**
- Each team roster will consist of a minimum of 11 players and a maximum of 13 players, unless expressly approved by the Vice President and the Player Agent.
 - A team must have 8 players to begin and continue play of a game. See league rules on forfeits.
 - The Home plate umpire shall call a forfeit of the game at 10 minutes past the scheduled start time if one team is unable to defensively field 8 players.
 - A maximum of three (3) approved volunteers (over 18), per team, may be on the field or in the dugout during play.
 - Managers may elect to use two adult base coaches, one at 1st and one at 3rd, and only allowed to base coach if there is at least one (1) approved adult volunteer in the dugout to supervise the players.
 - Player base coaches are allowed in this division, but are required to wear a helmet at all times, when outside the dugout gate.



- Game Play:**
- Any Protest must be made by the team Manager, first to the Home Plate Umpire, and then to the League Division Director within 24 hours of the games start time.
 - Protests can be filed on rule violations only, not judgment calls.
 - Upon receipt of a Protest, the League shall form the Protest Committee (President, Player Agent, Secretary, Umpire in Chief, and the Division Director) and address the issue within 48 hours.
 - The Head Coach (only) may ask for a time out and, if granted by the Home Plate Umpire, approach for a clarification of a rule. They may NOT address the opposing team's staff or players. Violation of this rule may be grounds for immediate ejection or other penalties as deemed by the CNLL Code of Conduct.

Player Pitch. **All Little League rules for pitching shall be strictly enforced.**

- Offense:**
- A continuous bating order including all players present shall be used. Players arriving after submission of the line-ups to the umpire shall be placed at the end of the order.
 - If a player becomes injured, ill or must leave the game site after the start of the game, the team will skip over his/her spot in the line-up without penalty. If said player returns, he/she will be re-inserted into their original spot in the bating order and the game continues.
 - A line-up card shall be provided to the opposing team manager. Line-up cards shall include each player's first and last name along with each player's jersey number.
 - If a batter becomes injured while at the plate and cannot continue to play, the proper batter becomes the one whose name immediately follows that of the injured player in the bating order. The new batter begins with a new count. If an injured batter's turn comes up and he cannot play he is skipped without a penalty.
 - If batter is hit by pitch and cannot continue, the last batted out will become the runner for the injured batter. The batter does not have to touch first base.
- Defense:**
- A player may be entered and/or re-entered defensively into the game anytime, except the pitcher. A pitcher once removed, may not re-enter the position of pitcher.
 - A Minimum Play Rule (aka Sit Rule is in effect.)
 - Intentional Walks: prior to a pitch being thrown the defense elects to "intentionally walk" the batter by announcing this to the plate umpire. The announcement must be made by the manager by requesting and being granted a "time" by the umpire and then informing the plate umpire of the intent to walk the batter.
 - The ball is considered dead, and no other runners may advance unless forced by the batter's award.
 - Four pitches will be added to the pitch count.
 - You may only Intentionally Walk a player 1 time without throwing pitches. The second time you want to walk the player you must throw him 4 balls.
 - Dropped Third Strikes, by MLB and LLInc rules are playable.
 - Trips to the Mound: the pitcher must be removed on the second visit in an inning or the third visit in the game. The pitch count starts over with each subsequent pitching



change. Reminder: A manager that visits any defensive player during a granted

timeout, is charged with a visit to the existing pitcher.

Progression: Base Running:

- A base runner may not advance to the next base once the pitcher has possession of the baseball and has at least one foot on the green mound (bump).
- If a runner becomes injured while on base or running between bases, then the offensive player who made the last batted out shall take the place of the injured runner.
- If a team starts the game with 9 players but one gets sick, hurt, or must leave early, that player's spot in the batting lineup is not an out and is simply skipped.
 - If a player is sick, they should leave the dugout immediately.

- Postseason:**
- All regular season rules apply unless otherwise specified. (including the Mercy Rule as stated above).
 - Tournament Seeding will be determined by the regular season record of all teams.
 - Tie Breaker
 - Head-to-Head Record
 - Least number of Runs allowed.
 - The home team shall be the team with the higher seed (#1 is the highest seed).

Championship Game: will be 6 innings. In the case of a tie after 6 innings, the game continues until there is a winner.

All Stars: Shall be governed by the rules adopted in entirety by Little League ® Inc for that season.



JUNIOR DIVISION

Location: Games will be played at Nozomi or other 90 foot base path fields (adult) in the East Valley.

Game Play: ALL GAME PLAY RULES are governed by Little League ® Juniors Rules.

All Chandler National Policies and League Rules, including Code of Conduct, will apply at any CNLL event, regardless of location.

- Mercy Rule: The head coach of the losing team shall concede victory, if the score differential at the end of the inning exceeds:
 - 15 runs after the 3rd inning
 - 10 runs after the 4th inning
 - 8 runs after the 5th inning

- Field Setup:**
- Home team shall occupy the 3rd base dugout.
 - Home team will set up the field, as needed, including chalk lines, insert bases and distribute cones.
 - Visiting team will remove bases, place plugs in base receptacles, drag and water the infield after game conclusion. They MUST LOCK Coaches' sheds, and score board boxes (if used).
 - Both teams will be responsible for cleaning up the field after each game.
 - All dugout gates shall be closed for game play. The Umpire shall provide ONLY one warning to the manager for infraction of this rule.

- Team Composition:**
- Each team roster will consist of a minimum of 11 players and a maximum of 14 players, unless expressly approved by the Vice President and the Player Agent.
 - A team must have 8 players to begin and continue play of a game. See league rules on forfeits.
 - The Home plate umpire shall call a forfeit of the game at 10 minutes past the scheduled start time if one team is unable to defensively field 8 players.
 - A maximum of three (3) approved volunteers (over 18), per team, may be on the field or in the dugout during play.
 - Player base coaches are allowed in this division, but are required to wear a helmet at all times, when outside the dugout gate.

- Game Play:**
- Any Protest must be made by the team Manager, first to the Home Plate Umpire, and then to the League Division Director within 24 hours of the games start time.
 - Protests can be filed on rule violations only, not judgment calls.
 - Upon receipt of a Protest, the League shall form the Protest Committee (President, Player Agent, Secretary, Umpire in Chief, and the Division Director) and address the issue within 48 hours.
 - The Head Coach (only) may ask for a time out and, if granted by the Home Plate Umpire, approach for a clarification of a rule. They may NOT address the opposing team's staff or players. Violation of this rule may be grounds for immediate ejection



or other penalties as deemed by the CNLL Code of Conduct.

Player Pitch. **All Little League rules for pitching shall be strictly enforced.**

- Offense:**
- A line-up card shall be provided to the opposing team manager. Line-up cards shall include each player's first and last name along with each player's jersey number.
 - If a batter becomes injured while at the plate and cannot continue to play, the proper batter becomes the one whose name immediately follows that of the injured player in the batting order. The new batter begins with a new count. If an injured batter's turn comes up and he cannot play he is skipped without a penalty.
 - If batter is hit by pitch and cannot continue, the last batted out will become the runner for the injured batter. The batter does not have to touch first base.

- Defense:**
- A player may be entered and/or re-entered defensively into the game anytime, except the pitcher. A pitcher once removed, may not re-enter the position of pitcher.
 - Intentional walks are playable.
 - Dropped Third Strikes, by MLB and LLInc rules are playable.
 - Trips to the Mound: the pitcher must be removed on the second visit in an inning or the third visit in the game. Reminder: A manager that visits any defensive player during a granted timeout, is charged with a visit to the existing pitcher.

Progression: Base Running:

- If a runner becomes injured while on base or running between bases, then the offensive player who made the last batted out shall take the place of the injured runner.
- If a team starts the game with 9 players but one gets sick, hurt, or must leave early, that player's spot in the batting lineup is not an out and is simply skipped.
 - If a player is sick, they should leave the dugout immediately.

All Stars: Shall be governed by the rules adopted in entirety by Little League ® Inc for that season.



All Star Teams

I. General Information

- Any Player, League age 8-12 or Junior league age 12-14 or Senior league age 13-16 may be eligible for Post Season All Star (AS) Tournament teams.

A. CNLL shall have four (4) league age specific All Star (AS) teams and one Junior Division team.

- 8-10 (10U)
- 9-11 (11U)
- 10-12 (12U)
- 12-14 (Junior)

1. All-Star roster size and player roster shall be decided by the All Star Manager (as appointed by the Board of Directors below).
2. A player may be called-up to a higher All Star division but if this is done, the player must be on the starting roster for that team.
3. Per Little League®, CNLL shall be financially responsible for each team within guidelines provided by the BOD.

B. All Star Manager Eligibility and Selection

1. All current season managers interested in managing an All Star (AS) team shall submit a Notice of Interest (email) to the President, VP and Secretary by the date provided by the BOD. Names of those interested will be provided to the BOD, Ancillary Board, and appropriate voting managers by the Secretary.
2. A League President is eligible for selection as a Tournament team coach or manager with written approval from their respective District Administrator.
3. All Star Manager eligibility is as follows:
 - a. Current season manager.
 - b. Shall not have been ejected from any regular or post season game.
 - c. Shall not have been suspended for any reason during the current season.
4. All Star Managers shall be selected from a list of current season AAA, Major, and JR managers that have submitted a NOI.
 - a. The Junior AS Manager shall be a regular season Junior manager.
 - b. The Major AS Manager shall be a regular season Major manager.
 - c. The 11U AS Manager shall be a Major manager or a AAA manager, if no Major manager volunteers.
 - d. The 10U AS Manager shall be a regular season Major manager, AAA manager or AA manager if no AAA manager volunteers.
 - e. AS Managers for each division shall be selected by majority vote of the CNLL BOD and current season Managers. Managers vote only in their division. The BOD shall designate day and time for the BOD and managers to cast their vote in person. The Secretary shall give each voting member a 72 hour notice of the time and place of voting. No absentee ballots shall be provided or accepted. Voting shall end at 12:00 am.
 - f. All ties revert to the President for appointment.



g. President shall send results and appointments to the Information Officer the names of the elected All Star Managers and appropriate Division for posting on the CNLL web site. The Information Officer shall post notice by no later than midnight of the following day after the election.

C. All Star Coach Eligibility and Selection

1. All Star Managers shall select their Head and Assistant coaches and forward them to the BOD for approval.
2. The BOD and AS Managers shall not announce coaches until the announcement of AS teams.
3. Eligibility for All Star Coaches:
 - a. Shall not have been ejected from any regular or post season games.
 - b. Shall not have been suspended for any reason during the current season.
 - c. An All Star Coach has been listed as a coach or manager on a current season CNLL team, and participated in at least 60% of the regular season.

D. All Star Player Eligibility/Selection

1. Any AA, AAA, Major player (ages 8-12), or Junior player shall be eligible for post-season All-Star Tournament play if following minimum requirements are met:
 - a. Played in at least 60% of the regular season games.
 - b. Provided a completed AS Commitment Form to the league.
2. CNLL will conduct an evaluation for those eligible players desiring to play on an All Star team. Such evaluation shall be conducted within their league age division. All players shall wear their current season team's uniform to tryouts.
 - a. The All Star player evaluators shall consist of the All Star manager and other BOD approved evaluators. The number of evaluators shall be determined by the BOD. BOD approved evaluators shall not be parents of players being evaluated for that specific All Star team.
3. AS managers shall contact seasonal managers for player information prior to try-outs.
 - a. Seasonal managers should provide all seasonal information requested by All Star managers.
 - b. Seasonal managers shall provide score books upon request to the league or AS managers.
4. All Star Fiscal Responsibility: It is important to note that fees and sponsorship of the regular season is primarily for the vast number of children that participate in the league, not for the AS players. However, as All-Stars is noticeably a large part of the league, CNLL recognizes that some costs must be shared by the league and the team.

League Responsibility: CNLL shall provide the following to each team:

 - a. Uniforms for each player, NOT TO EXCEED \$125 each player. Parents shall be responsible for any additional uniform costs.
 - b. 3 Coaches shirts and hats.
 - c. 2 dozen Baseballs.
 - d. 1 Equipment Bag
 - e. 1 score book



f. 1 Medical Kit

g. Practice field light fees for each team up to the District Tournament.

h. Mileage reimbursement for managers or coaches to State and Regional tournaments (\$1 dollar per mile for one round trip, per tournament site).

i. For Regional, an additional \$225 will be reimbursed to the Major Manager for incurred team costs.

Team/Manager Financial Responsibility: Managers are advised to find team sponsors as soon as possible. NOTE: Sponsorship money collected by the team may be collected by the team or provided to the league. Any monies received from a business, company, parent, or other party that expects sponsorship recognition and a tax credit in return shall be deposited in the CNLL account and shall only be reimbursed by the league treasurer by providing original receipts for incurred expenses. Teams shall be financially responsible for the following:

a. Travel costs to and from State and Regional tournaments (see mileage reimbursement above.)

b. Lodging and food for players, manager, and coaches.

c. Any additional equipment or uniform not provided by the league.

d. Any parent team recognition paraphernalia (i.e. hats, shirts, etc.)

e. Any fees for practice field lights prior to, during and after the District Tournament.

All Star Manager Administrative Responsibilities: It shall be the All Star Managers responsibility to account for all funds received and spent for the team. It is strongly advised that the manager find a parent to be a business manager to assist in the collection of and tracking of funds and expenses. Each manager will be required to provide a spread sheet with accompanying receipts listing all accounts receivable and expenditures.

a. CNLL will reimburse up to the TOTAL amount collected by each team plus the tournament mileage reimbursement and the one-time \$225 for Major.

SNEDIGAR FIELD MAP





THE Little League® PLEDGE

I trust in God

I love my country and will respect its laws I will play fair and strive to win But win or lose

I will always do my best

THE Little League® PARENT/VOLUNTEER PLEDGE I will teach all children to play fair and do their best

I will positively support all manager, coaches, and players I will respect the decision of the umpire

I will praise a good effort despite the outcome of the game