

**Crescenta Valley Little League
By-Laws**

**Article I:
Little League (Major) Baseball**

By-Laws: Major Baseball Approved:

SECTION A. Eligibility. Any candidate who is of League Age 9, 10, 11 or 12 and who has attended one tryout session shall be eligible to play in the Little League (Major) Baseball Division. Any candidate that is league age 9 must meet either of the following criteria and the candidate's participation must be approved by a majority vote of the Crescenta Valley Little League (CVLL) Board of Directors (Board):

1. Candidate is the child of an incumbent or incoming Major Division Manager or Coach.
2. Candidate has participated in the just prior CVLL Fall Program Major Division and has demonstrated the skills necessary to successfully participate at the Major Division level, in the opinion of the other Major Division Managers and Board Members who witnessed the candidate in game action.

SECTION B. Number of Teams and Roster Size. There will be no less than six teams in the Little League (Major) Baseball Division, as determined by Board of Directors. The size of the roster of each team shall be 12 players.

SECTION C. Player Retainment, Selection and Replacement.

1. Player Retainment. Each player shall be released from their Major Division team at the end of play each Spring season, including all tournament/post-season games. Each player will be available for redraft to a different team the following Fall/Spring season.

2. Ratings. The Player Agent will establish a rating for each player. He or she may refer to the Little League (Major) Baseball Division (Article I, Section C (3(g))) and Major Division managers for assistance.

3. Player Selection. A "serpentine" (reverse) draft selection process will be used. The draft order will be established by the drawing of numbers by Player Agent prior to draft. The manager drawing number one shall pick first in odd numbered rounds and last in even-numbered rounds; the manager drawing number two shall pick second in odd-numbered rounds and next-to-last in even-numbered rounds, etc. The Player Agent, the President, and the Division Director shall conduct the draft.

NOTE(1): All eligible candidates who are league age twelve (12) must be drafted to a Major Division team. Exceptions can only be made with written approval from the **District Administrator prior to draft date**, and only if approved at the local league level by the board and the parent of the candidate.

NOTE(2): All players who were drafted into/participated in CVLL Major Division prior Spring season must be drafted to a Major Division team.

NOTE(3): At no time shall a team have on its roster more than eight (8) players whose League Age is the same.

4. Selection Procedure. Managers may draft any eligible player until the number of available 12-year-old players is equal to the number of draft selections remaining (taking into account any options that may have been declared either before or during the draft and any teams that would be in violation of NOTE(3) above). At that time, managers may only select a 12-year-old, unless exercising a previously declared option.

a. Brothers/Sisters in the Draft. When there are two or more siblings in the draft, the higher rated sibling must be drafted first by a manager. That manager must then select the lower rated brother(s) or sister(s) with pick(s) determined by Player Agent based on Player Agent's weighted rating of lower rated sibling(s). (For example, if a manager drafts one sibling who is a 5 and the other sibling is a 3, the Player Agent determines where in the "rounds of 3's" manager selects sibling).

NOTE: Parents/guardians may request that siblings be placed on separate teams.

b. Sons/Daughters of Managers. If a manager has sons and/or daughters eligible under SECTION A for the draft, and wishes to draft them, he/she must declare an option to the Player Agent before the draft. If so stated, the parent/manager is required to draft the sons or daughters with his/her pick(s) determined by Player Agent based on Player Agent's weighted rating of sons/daughters. (For example, if manager sons/daughters are rated 3, the Player Agent determines where in the "rounds of 3's" manager selects sons/daughters).

NOTE: There are no options on sons/daughters of Coaches.

c. Trades. Managers may, if they desire, trade players for a period of 30 minutes immediately following the draft. All trades shall be made through the Player Agent. All trades must be player for player only. (Example: Two players from Team A could not be traded for one player on Team B.)

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d. Minor League Baseball Player Ratings. Eligible players not drafted into Little League (Major) Division will be placed in Minor Division draft. At the conclusion of the Little League (Major) Division draft, the Player Agent shall establish a rating for each player not drafted into the Little League (Major) Division (also to include those of League Age 9, 10, 11 and 12 who declined to be part of the Little League (Major) Division draft) with input from the Little League (Major) Division managers. Players shall be rated from 5 to 1 (with 5 being most skilled and 1 being least skilled).

e. Late Player Registration. Any player of League Age 9, 10, 11 or 12 who signs up after the final tryout session, or who does not participate in at least one tryout session, may be assigned to a Minor Division team at the discretion of the Player Agent. Said player shall not be part of the available player list used by managers to select players from the Minor League in the case of Player Replacement/Addition (ARTICLE I, SECTION C (5) of the Crescenta Valley Little League By-Laws).

5. Player Replacement/Addition. During the season, the Player Agent must monitor teams to ensure rosters are at the proper level. Managers are required to inform the Player Agent if a player has been repeatedly absent.

a. Player Absence. If a player misses seven consecutive games for any reason other than injury or illness documented by signed letter from licensed medical care provider, the manager, prior to the eighth game, must select a player from the available player list and place him/her on the roster.

b. Player Replacement/Addition. If a player must be added to the roster as required by ARTICLE I, SECTION C (5), the manager shall review the available player list with the Player Agent and shall select a replacement. The replacement/addition becomes a permanent member of the team, regardless of whether the player who created the opening on the roster returns to the team or not.

c. Penalties. Failure by the manager to advise the Player Agent, of a player's continued absence or to select a player from the available player list by the eighth consecutive game a player is absent shall result in disciplinary action against the manager, as follows:

i. If the manager has not selected a player from the available player list by the eighth consecutive game of a player's absence, the manager shall be suspended for one game.

ii. If the manager has not selected a player from the available player list by the ninth consecutive game of a player's absence, the manager shall be suspended for three games.

iii. If the manager has not selected a player from the available player list by the tenth consecutive game of a player's absence, the manager shall be suspended for the remainder of the season.

NOTE(1): Managers will not be required to select a player from the available player list during the final two weeks of the regular season (unless they are already in violation of the provisions listed above).

NOTE(2): If a player is not available to play because of illness or injury of a temporary nature, and the player receives medical treatment from a licensed physician, that player must supply written authorization to the Player Agent from the treating physician that the player can resume participating without restrictions.

NOTE(3): When a player is lost to a team during the playing season for any of the following reasons: (1) He/she moves to another city or state too distant to commute for practice and play; (2) He/she has for personal reasons decided to terminate his/her association with the team; (3) Any other justifiable reason, reviewed and approved by the Board of Directors. The manager of the team losing a player shall promptly advise the Player Agent. The Player Agent shall advise the President and the Board. If loss of player is approved, the Player Agent will send a letter of release to the player and the parents stating player is released from the Little League (Major) Division team and the league for a justifiable reason. This action creates an immediate, legal opening for a replacement on the team roster (i.e. the player must be replaced on the team's roster immediately).

SECTION D. Schedules

1. Each team will be scheduled a minimum of 18 games, as determined by Board of Directors.

2. Each team will be assigned either two or three games per week.

3. Games which may be postponed due to rain, the unavailability of fields or other reasons approved by the Board of Directors, will be rescheduled by the President and the Vice President, Baseball. The rescheduling may constitute additional games to be played within the week for which it has been rescheduled.

SECTION E. Practices

1. Each team will be assigned two weekly practice times during the preseason.

2. Each team will be assigned practices during the regular season based on field availability. Such practices are subject to cancellation without notice should the fields be needed for make-up games.

3. Teams may schedule voluntary practices. Teams are responsible for securing their own voluntary practice times. Crescenta Valley Little League will not pay for voluntary practice times, nor does it recommend that managers ask parents to help pay for field time unless the parents volunteer.

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4. A player who does not attend 50% of a team's scheduled games or practices may be subject to disciplinary action with the approval of the Board of Directors. No disciplinary action may be taken for nonattendance at voluntary practices.

SECTION F. Umpires. A minimum of two umpires will be assigned to each game.

SECTION G. Determination of League Champion.

1. The league champion shall be determined by a single-elimination knockout tournament between the top six (6) teams in Major Division based on best record, by winning percentage, at the end of the regular season. If two or more teams are tied for first through sixth place seeding, the highest winning percentage in head-to-head games played amongst the tied teams will determine the higher seeding. If still tied, the following tie breaking process will be used to determine higher seeded team:

- Highest winning percentage against next highest ranked team not included in tie break (continue down rankings until higher seeded team determined)
- Most consecutive games without a loss starting with the most recent game played
- Coin flip

Round 1 and 2 Rules Exceptions: if score is tied at end of regulation, extra innings will be played to determine game winner. **Round 3 Final Tournament Championship Game Exceptions:** no time limit on six inning game; if score is tied at end of regulation, extra innings will be played to determine game winner:

- Round 1
 - Team 1 and 2 – Section G. (1) – Bye
 - Game 1 – Team 6 vs. Team 3
 - Game 2 – Team 5 vs. Team 4
- Round 2
 - Game 3 – Team 1 vs. Round 1 Lowest Seeded Remaining Team
 - Game 4 – Team 2 vs. Round 2 Second Lowest Seeded Remaining Team
- Round 3 (Final Tournament Championship Game)
 - Game 5 – Winner Game 3 vs. Winner Game 4

2. Place of order after League Champion (for purposes of Tournament Team manager selection, Tri-Cities Tournament of Champions selection) will be determined by overall regular season record.

NOTE: There must be a distinct, clear-cut second place team for Tri-Cities selection. In the event of a tie between two or more teams, Section G "Determination of League Champion" tie break formula shall be used to determine second place team. Games used to determine tie break will be based on regular season.

SECTION H. Tournament Team. Crescenta Valley Little League will field three Tournament Teams for players of League Age 9-12 at the conclusion of the regular season. They will be the 11-12 Little League (Major) Division team for players of League Age 11 or 12 years old; the 10-11 team for players of League Age 10 or 11 years old; and the 9-10 team for players of League Age 9 or 10 years old.

1. Manager Selection. The 11-12, 10-11 and 9-10 Tournament Teams will be offered to the managers in the Little League (Major) Division in the order that their teams finished at the end of the season (ARTICLE I, SECTION G (3)) of the Crescenta Valley Little League By-Laws). If all managers decline one or more of the teams, the remaining team(s) will be offered to the coaches (excluding provisional coaches) in the Little League (Major) Division in the order that their teams finished at the end of the season. If all Major Division managers decline, Tournament Teams will be offered to managers in Minor Division in the order that their teams finished at the end of the season.

2. Coach Selection. The manager of the 11-12 Tournament Team may select two (2) coaches of his or her choice from the ranks of other current Crescenta Valley Little League managers and coaches within the Little League (Major) Baseball Division. The managers of the 10-11 and 9-10 Tournament Teams Team may elect two (2) coaches of their choice from the ranks of other current Crescenta Valley Little League managers and coaches within the Little League (Major) Baseball and Minor Baseball divisions.

3. Player Selection. At the conclusion of the regular season, the Little League (Major) Baseball Division Managers, Player Agent, Division Director, Vice President, and President shall meet to select the 11-12, 10-11 and 9-10 Tournament Teams. Twelve to Fourteen (12-14) players shall be selected based on discretion of Tournament Team Manager, and the team may at no time consist of more than fourteen (14) players.

NOTE(1): In the event of a tie between one or more players, the President shall break the tie.

a. The Vice President shall arrange for the distribution of statistics on all eligible players for each team, including those players from the Minor League selected by the Minor League managers for consideration.

b. Each member listed in ARTICLE I, SECTION H and present at the meeting shall have one vote.

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c. A player must receive 70% of the votes of the members present to be placed on the team for which he/she is eligible. Additional rounds of balloting may be necessary with only those players receiving votes in the previous round remaining on the ballot.

NOTE(2): The 11-12 Tournament Team takes precedence over the 10-11 Tournament Team and will be selected first.

NOTE(3): Players may play on one team only; i.e. an 11-year-old player selected to play on the 11-12 Tournament Team may play on that team only.

SECTION I. Post-League Play and Special Games. The League will participate in the Tri-Cities Tournament of Champions. An exhibition post-season tournament involving all teams not participating in the Tri-Cities Tournament of Champions may be scheduled with the approval of the Board of Directors.

SECTION J. Local League Rules

1. If mutually agreed by both managers, teams may conduct joint defensive infield practice before games. Infield practice must end 10 minutes before scheduled game time.

2. Before all games, players from both teams shall line up on the field along the base line in front of their dugout. One player from the home team shall recite the Pledge of Allegiance and one player from the visiting team shall recite the Little League Pledge.

3. Teams are permitted one provisional coach, provided that coach has been appointed by the President and approved by the Board of Directors. A provisional coach cannot replace a manager or coach who has been ejected or suspended.

4. Only approved League volunteers are allowed on the field during games or practices.

SECTION K. Local League Regulations and Playing Rule Exceptions.

1. REGULATION III(c). Amend to read: "At no time shall a team have on its roster more than eight players whose League Age is the same."

Delete the sentence that follows.

2. REGULATION IV(i). Add: "NOTE: In games of six innings or less, the manager must still fulfill the playing regulation requirement of the involved player in the next scheduled game. However, any disciplinary action shall be waived."

3. REGULATION V(c). Adopted: A pool of players from existing **Minor Division** regular season teams will be created with players who are willing to participate in extra games during the regular season when teams face a shortage of rostered players for a regular season game.

NOTE 1: The player agent will create and run the pool. Players will be assigned on a rotating basis. Pool players may not participate in more than one game per day in the same division.

NOTE 2: Managers and/or coaches will not have the right to randomly pick and choose players in the pool.

NOTE 3: A team may use no more than three (3) players from the pool for any one game. Players from the pool must play an outfield position and must be placed in the batting order following all rostered players on the team present at the game.

NOTE 4: Players from the pool that are called and show up at the game site must play at least nine consecutive outs.

NOTE 5: Players from the pool must wear the uniform of the team on which they are rostered.

4. REGULATION VII(h). Adopted: "No new inning may start after two hours after the first pitch."

5. Rule 4.04. Resolved: "The batting order shall be followed throughout the game unless a player is substituted for another. Substitutes must take the place of the replaced player's position in the batting order as covered by Rule 3.03."

6. Rule 4.05. Amend to read: "The offensive team shall station two base coaches on the field during its time at bat, one near first base and one near third base. Base coaches shall be eligible players in the uniform of their team; or one (1) adult manager or coach; or both base coaches may be adult managers or coaches, provided there is one adult manager or coach in the dugout at all times."

7. Rule 4.10(a). Amend to read: "A regulation game consists of six (6) innings, unless extended by a tie score or shortened because (1) the home team needs none of its half of the sixth inning or only a fraction of it; (2) the umpire called the game; (3) an elapsed time from the first pitch of two hours (two-hour time limit); or (4) curfew (10:00 p.m.), whichever comes first."

NOTE(1): Any inning started prior to the two-hour time limit will be continued to the completion of that inning.

NOTE(2): No new inning may begin after 9:45 p.m.

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8. Rule 4.10(b). Amend to read: "If the score is tied after six complete innings, play shall continue until (1) the visiting team has scored more total runs than the home team at the end of a completed inning; (2) the home team scores the winning run in an uncompleted inning; (3) an elapsed time from the first pitch of two hours (two-hour time limit); or (4) curfew (10:00 p.m.), whichever comes first."

NOTE: Any inning started prior to the two-hour time limit will be continued to the completion of that inning. No new inning may begin after 9:45 p.m.

9. Rule 4.11(e). Amend to read: "A regulation game that is tied at the time two hours has elapsed from the first pitch, provided the game meets the requirements of an official game (as specified in Rule 4.10(c)), shall be recorded as a tie. Each team will be credited with a 1/2 game won and a 1/2 game lost."

10. Rule 4.12. Amend to read: "TIE games halted due to weather, curfew or light failure shall be resumed from the exact point at which they were halted in the original game, subject to the two-hour time limit."

NOTE: All Local League rule changes for Rules 4.10, 4.11 and 4.12 apply only to regular season games. All playoff games will adhere to Rules 4.10, 4.11 and 4.12).

11. Rule 4.16. Subject to Section K, Regulation V(c), amend to read: "If a game cannot be played because of the inability of either team to place nine (9) players on the field before the game begins, the team with less than nine (9) shall automatically forfeit. If both teams cannot place nine (9) players on the field before the game begins, it will be a double forfeit (recorded as a loss for both teams)."

12. Rule 4.17. Amend to read: "...If no players are available for reentry, or if a team refuses to place nine (9) players on the field, that team shall automatically forfeit."

13. Rule 4.19(c). Amend to read: "Protests shall be made as follows:

a. The protesting manager shall immediately, and before any succeeding play begins, notify the umpire that the game is being played under protest.

b. Following such notice, the umpire shall consult with the other umpire(s). If the umpire is convinced that the decision conflicts with the rules, the umpire shall reverse that decision. If, however, after consultation, the umpire is convinced that the decision is not in conflict with the rules, said umpire shall refer the protest to the League Official in charge of the game. The League Official shall decide how to rule on the protest. A protest must be resolved before the next pitch or play. The decision of the League Official in charge of the game shall be final and announced."

14. Rule 4.19(d). Delete from the second sentence: "...and the game shall be continued under protest or not as the protesting manager decides."

15. Rule 4.19(e). Delete.

16. Rule 4.19(f). Delete.

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**Article II:
Minor League Baseball**

By-Laws: Minor Baseball Approved:

SECTION A. Eligibility. Any candidate who is of League Age 8, 9, 10 or 11 and who has registered for Crescenta Valley Little League shall be eligible to play Minor League Baseball. **NOTE:** All eligible candidates who are league age twelve (12) must be drafted to a Major Division team. Exceptions can only be made with written approval from the District Administrator, and only if approved at the local league level by the Board of Directors and the parent of the candidate.

SECTION B. Number of Teams and Roster Size. The number of Minor League Baseball teams shall be determined before the draft. The size of the roster of each Minor League Baseball team shall be determined before the draft. In no case shall rosters be less than 11 or more than 14.

SECTION C. Player Selection and Player Movement.

1. Ratings. The Player Agent will establish a rating for each player. He or she may refer to the Little League (Major) Baseball Division (Article I, Section C (3(g))) and Minor League Division managers for assistance.

NOTE: Players who do not participate in a Skills Evaluation Session will be assigned a rating based on prior knowledge of the participant by the Player Agent. Those players will then be eligible for the draft. If the Player Agent is unable to rate said players, they will be placed on teams at the discretion of the Player Agent. An exception to this is Manager's and Coach's sons and/or daughters: they must be drafted with a team's first pick of the draft.

2. Player Selection. A "serpentine" (reverse) draft selection process will be used. The draft order will be established by the drawing of numbers by Player Agent prior to draft. The manager drawing number one shall pick first in odd numbered rounds and last in even-numbered rounds; the manager drawing number two shall pick second in odd-numbered rounds and next-to-last in even-numbered rounds, etc. The Player Agent, the President, and the Division Director shall conduct the draft.

3. Draft Process. The draft will begin with the selection of only those players with a rating of 5. Once every 5 has been selected, the team due the next choice will draft from only those players with a rating of

4. Players with a rating of 3 will be chosen only after all the players with a rating of 4 have been selected.

Players with a rating of 2 will be chosen only after all the players with a rating of 3 have been selected.

Players with a rating of 1 will be chosen only after all the players with a rating of 2 have been selected.

NOTE(1): The Player Agent, at his/her discretion, may combine all players with ratings of 2 or 1. **NOTE(2):** A manager may choose a player from a lower rating than is currently being selected one time during the draft. This may only be done after manager has chosen their child, coach's child, and brother / sister of any / all siblings they have chosen to that point.

a. Brothers/Sisters in the Draft. When there are two or more siblings in the draft, the higher rated sibling must be drafted first by a manager. That manager must then select the lower rated brother(s) or sister(s) with pick(s) determined by Player Agent based on Player Agent's weighted rating of lower rated sibling(s). (For example, if a manager drafts one sibling who is a 5 and the other sibling is a 3, the Player Agent determines where in the "rounds of 3's" manager selects sibling).

NOTE: Parents/guardians may request that siblings be placed on separate teams.

b. Sons/Daughters of Managers and Coaches. If a manager has sons and/or daughters eligible under SECTION A for the draft, and wishes to draft them, he/she must declare an option to the Player Agent before the draft. If so stated, the parent/manager is required to draft the sons or daughters with his/her pick(s) determined by Player Agent based on Player Agent's weighted rating of sons/daughters. (For example, if manager sons/daughters are rated 3, the Player Agent determines where in the "rounds of 3's" manager selects sons/daughters).

NOTE: Each manager may be allowed one coach before the draft, provided that coach has been appointed by the President and approved by the Board of Directors.

c. Trades. Managers may, if they desire, trade players for a period of 30 minutes immediately following the draft. All trades shall be made through the Player Agent.

The following restrictions also apply:

i. Trades may only involve players of the same rating with the exception of players with a rating of 1 or 2.

ii. All trades must be player for player only.

(Example: Two players from Team A could not be traded for one player on Team B.)

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d. Late Player Registration. Any player of League Age 8, 9, 10, 11 or 12 who signs up after the draft may be assigned to a Minor League Baseball team at the discretion of the Player Agent. The player agent shall wait a minimum of 5 days after the league divisional drafts have occurred before assigning any late registration players. Once the waiting period has been reached, all late registration player names will be placed in a "hat", the names will be randomly assigned to the teams in the continued draft order from the league divisional drafts. If late registrations are still received after this process the player agent has the authority to assign the player as needed to keep teams as balanced as possible, both in ability and numbers.

3. Player Movement. During the season, the Player Agent, must monitor teams to ensure rosters are balanced. If a manager loses any player on the roster during the current season for illness, injury, change of address, promotion to the Little League (Major) Baseball Division or other justifiable reasons (subject to Board approval), another player could be transferred within the Division, through the Player Agent, to replace the one lost, or a player may be obtained, through the Player Agent, from a list of children who registered after teams were formed.

NOTE(1): No new players will be added to the Division after one-half the season has been played.

NOTE(2): If a player is not available to play because of illness or injury of a temporary nature and the player receives medical treatment from a licensed physician, that player must supply written authorization to the Player Agent, from the treating physician that the player can resume participating with or without restrictions.

NOTE(3): Minor League Baseball players may be reassigned at the discretion of the Board of Directors and the Player Agent, in order to provide a balanced training program.

SECTION D. Schedules

1. Each team will be scheduled a minimum of 14 games, as determined by Board of Directors.
2. Games postponed due to rain, the unavailability of fields or other reasons approved by the Board of Directors will be rescheduled by the President and the Vice President, if possible. The rescheduling may cause additional games to be played within the week for which it has been rescheduled.

SECTION E. Practices

1. Each team will be assigned two weekly practice times during the preseason.
2. Each team will be assigned practices during the regular season based on field availability. Such practices are subject to cancellation without notice should the fields be needed for make-up games.
3. Teams may schedule voluntary practices. Teams are responsible for securing their own voluntary practice times. Crescenta Valley Little League will not pay for voluntary practice times nor does it recommend that managers ask parents to help pay for field time unless the parents volunteer.
4. A player who does not attend 50% of a team's scheduled games or practices may be subject to disciplinary action with the approval of the Board of Directors. No disciplinary action may be taken for nonattendance at voluntary practices.

SECTION F. Umpires. A minimum of one umpire will be assigned to each game.

SECTION G. Determination of League Champion / District 16 TOC Representative.

1. The League Champion shall be determined by a championship game between the top two (2) teams in Minor Division based on best record, by winning percentage, at the end of the regular season. Regular season game rules apply **Exceptions:** no new inning may begin two hours and 15 minutes after first pitch; if score is tied at end of regulation, extra innings will be played to determine game winner. Highest ranked team selects home or visitor for game. If two or more teams are tied for first or second place, the highest winning percentage in head-to-head games played amongst the tied teams will determine the first or second place team. If still tied, the following tie breaking process will be used to determine the first or second place team:

- Highest winning percentage against next highest ranked team not included in tie break (continue down rankings until tie broken and first or second place team determined)
- Most consecutive games without a loss starting with the most recent game played
- Coin flip

2. The District 16 Tournament of Champions (TOC) representative shall be determined by a single elimination knockout tournament between the top six (6) teams in Minor Division based on best record, by winning percentage, at the end of the regular season. If two or more teams are tied for first through sixth place, the highest winning percentage in head-to-head games played amongst the tied teams will determine the higher seeding. If still tied, the tie breaking process used to determine league champion in Section G. (1) will be used to determine higher seeding. Once a distinct, clear-cut one (1) through six (6) seeding has been determined, the tournament format below will be used to determine TOC Representative. Highest ranked team selects home or visitor for each game. Regular season game rules apply. **Round 1 and 2 Rules Exceptions:** if score

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is tied at end of regulation, extra innings will be played to determine game winner. **Round 3 Final Tournament Championship Game Exceptions:** no new inning may begin two hours and 15 minutes after first pitch; if score is tied at end of regulation, extra innings will be played to determine game winner:

- Round 1
 - Team 1 and 2 – Section G. (1) – Bye
 - Game 1 – Team 6 vs. Team 3
 - Game 2 – Team 5 vs. Team 4
- Round 2
 - Game 3 – Team 1 vs. Round 1 Lowest Seeded Remaining Team
 - Game 4 – Team 2 vs. Round 1 Second Lowest Seeded Remaining Team
- Round 3 (Final Tournament Championship Game)
 - Game 5 – Winner Game 3 vs. Winner Game 4

SECTION H. Exhibition All-Star Games. At the conclusion of the regular and playoff seasons, Crescenta Valley Little League will select two Minor League All-Star teams. The teams will play each other in exhibition game determined by President, Player Agent, and Minors Division Director.

1. Manager Selection. The managers of the first and second place teams shall be offered the All-Star teams. If one or both choose not to manage, the team(s) will be offered to the third place team manager and so on.

2. Coach Selection. The manager of each All-Star team may select two (2) coaches of his or her choice from the ranks of other current Crescenta Valley Little League managers and coaches within the Minor League Baseball division.

3. Player Selection. At the conclusion of the regular season, the Minor League Baseball managers, President, Vice President, and Division Director will meet to select no more than 30 players to play on the two All-Star teams.

a. Each member listed in Article III, Section H (3) and present at the meeting shall have one vote.

b. A player must receive 70% of the votes of the members present to be placed on the team for which he/she is eligible. Additional rounds of balloting may be necessary with only those players receiving votes in the previous round remaining on the ballot.

NOTE: The Minor League Baseball managers may also recommend Minor League Baseball players for consideration for the 9-10 and 10-11 Tournament teams. Said players must be nominated and voted on by the All-Star committee and receive 70% of the votes to be considered by the Tournament Team selection committee.

4. Team Selection. The teams shall be chosen by the two All-Star managers by a “serpentine” (reverse) draft order with order determined by a coin flip. If a manager’s child is an All-Star, he or she is automatically placed on his or her parent’s team. There are no options on coaches’ sons or daughters. The player’s regular season team should not be considered when drafting All Stars. In other words, two players from the same regular season team may be on two different All-Star teams.

5. All-Star Rules.

a. The players selected for All Stars will wear their regular season uniforms for All-Star play. The League will provide one All-Star team with blue CVLL All-Star caps and the other with alternate color CVLL All-Star caps.

b. Home and visiting teams shall be determined by a coin flip prior to the game.

c. A player may throw a maximum of 60 pitches in a game (12-year-olds may not pitch).

SECTION I. Post-League Play and Special Games. An additional post-season exhibition tournament may be scheduled by the Board of Directors.

SECTION J. Local League Rules

1. There will be no infield practice before games.

2. Before all games, players from both teams shall line up on the field along the base line in front of their dugout. One player from the home team shall recite the Pledge of Allegiance and one player from the visiting team shall recite the Little League Pledge.

3. Teams are permitted one provisional coach, provided that coach has been appointed by the President and approved by the Board of Directors. A provisional coach cannot replace a manager or coach who has been ejected or suspended.

4. Only approved League volunteers are allowed on the field during games or practices.

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SECTION K. Local League Regulations and Playing Rule Exceptions.

1. REGULATION IV(i). Add: "NOTE: In games of five innings or less, the manager must still fulfill the playing regulation requirement of the involved player in the next scheduled game. However, any disciplinary action shall be waived."

2. REGULATION V(c) Alternate method of operation. Adopted: A pool of players from existing regular season teams will be created with players who are willing to participate in extra games during the regular season when teams face a shortage of rostered players for a regular season game.

NOTE 1: The player agent will create and run the pool. Players will be assigned on a rotating basis.

NOTE 2: Managers and/or coaches will not have the right to randomly pick and choose players in the pool.

NOTE 3: A team may use no more than three (3) players from the pool for any one game. Players from the pool must play an outfield position and must be placed in the batting order following all rostered players on the team present at the game.

NOTE 4: Players from the pool that are called and show up at the game site must play at least nine consecutive outs.

NOTE 5: Players from the pool must wear the uniform of the team on which they are rostered.

3. REGULATION VII(h). Adopted: "No new inning may start after one hour 45 minutes after the first pitch."

4. REGULATION XIV(d). Delete exception.

5. Rule 3.03. Delete Sections (a), (b), and (d). Add: "Players may be substituted to defensive positions freely during the game."

6. Rule 4.04. Add "**NOTE 1:** A manager or coach must declare a player is not batting for one of the above-stated reasons immediately prior to that player's scheduled at bat."

"**NOTE 2:** If a child is injured while a baserunner and cannot continue, the team shall replace him/her with the player who made the last out immediately preceding the injury or illness."

7. Rule 4.05. Amend to read: "The offensive team shall station two base coaches on the field during its time at bat, one near first base and one near third base. Base coaches shall be eligible players in the uniform of their team; or one (1) adult manager or coach; or both base coaches may be adult managers or coaches, provided there is one adult manager or coach in the dugout at all times."

8. Rule 4.10(a). Amend to read: "A regulation game consists of six (6) innings, unless extended by a tie score or shortened because (1) the home team needs none of its half of the sixth inning or only a fraction of it; (2) the umpire called the game; (3) an elapsed time from the first pitch of one hour, 45 minutes (1:45 time limit); or (4) curfew (10:00 p.m.), whichever comes first."

NOTE(1): Any inning started prior to the 1:45 time limit will be continued to the completion of that inning.

NOTE(2): No new inning may begin after 9:45 p.m.

9. Rule 4.10(b). Amend to read: "If the score is tied after six complete innings, play shall continue until (1) the visiting team has scored more total runs than the home team at the end of a completed inning; (2) the home team scores the winning run in an uncompleted inning; (3) an elapsed time from the first pitch of one hour, 45 minutes (1:45 time limit); or (4) curfew (10:00 p.m.), whichever comes first."

NOTE: Any inning started prior to the 1:45 time limit will be continued to the completion of that inning. No new inning may begin after 9:45 p.m.

10. Rule 4.10(d). Delete.

11. Rule 4.11(e). Amend to read: "A regulation game that is tied at the time one hour, 45 minutes has elapsed from the first pitch, shall be recorded as a tie. Each team will be credited with 1/2 game won and 1/2 game lost."

12. Rule 4.12. Amend to read: "TIE games halted due to weather, curfew or light failure may be resumed from the exact point at which they were halted in the original game, subject to the one-hour, 45-minute time limit."

NOTE: All Local League rule changes for Rules 4.10, 4.11 and 4.12 apply only to regular season games. All intra-league playoff games will adhere to Rules 4.10, 4.11 and 4.12.

13. Rule 4.16. Subject to Section K, Regulation V(c), amend to read: "If a game cannot be played because of the inability of either team to place nine (9) players on the field before the game begins, the team with less than nine (9) shall automatically forfeit. If both teams cannot place nine (9) players on the field before the game begins, it will be a double forfeit (recorded as a loss for both teams)."

14. Rule 4.17. Amend to read: "...If no players are available for reentry, or if a team refuses to place nine (9) players on the field, that team shall automatically forfeit."

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15. Rule 4.19(c). Amend to read: "Protests shall be made as follows:

a. The protesting manager shall immediately, and before any succeeding play begins, notify the umpire that the game is being played under protest.

b. Following such notice, the umpire shall consult with the other umpire(s). If the umpire is convinced that the decision conflicts with the rules, the umpire shall reverse that decision. If, however, after consultation, the umpire is convinced that the decision is not in conflict with the rules, said umpire shall refer the protest to the League Official in charge of the game. The League Official shall decide how to rule on the protest and a protest must be resolved before the next pitch or play. The decision of the League Official in charge of the game shall be final and announced."

16. Rule 4.19(d). Delete from the second sentence "...and the game shall be continued under protest or not as the protesting manager decides."

17. Rule 4.19(e). Delete.

18. Rule 4.19(f). Delete.

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**Article III:
Coach Pitch Baseball**

By-Laws: Coach Pitch Baseball Approved:

SECTION A. Eligibility. Any candidate who is of League Age 6 or 7 and who has registered for Crescenta Valley Little League shall be eligible to play Coach Pitch Baseball.

SECTION B. Number of Teams and Roster Size. The number of Coach Pitch Baseball teams shall be determined before the draft. The size of the roster of each Coach Pitch Baseball team shall be determined before the draft. In no case shall rosters be less than 10 or more than 13.

SECTION C. Player Selection and Player Movement.

1. Ratings. The Player Agent will establish a rating for each player with input from the Coach Pitch Baseball Managers. Players shall be rated from 5 to 1 (with 5 being most skilled and 1 being least skilled). **NOTE:** Players who do not participate in a Skills Evaluation Session will be assigned a rating based on prior knowledge of the participant by the Player Agent. Those players will then be eligible for the draft. If the Player Agent is unable to rate said players, they will be placed on teams at the discretion of the Player Agent. An exception to this is Manager's and Coach's sons and/or daughters: they must be drafted with a team's first pick of the draft.

2. Player Selection. A "serpentine" (reverse) draft selection process will be used. The draft order will be established by the drawing of numbers. The manager drawing number one shall pick first in odd numbered rounds and last in even-numbered rounds; the manager drawing number two shall pick second in odd-numbered rounds and next-to-last in even-numbered rounds, etc. The Player Agent, the President and the Division Director, shall conduct the draft.

3. Draft Process. The draft will begin with the selection of only those players with a rating of 5. Once every 5 has been selected, the team due the next choice will draft from only those players with a rating of 4. Players with a rating of 3 will be chosen only after all the players with a rating of 4 have been selected. Players with a rating of 2 will be chosen only after all the players with a rating of 3 have been selected. Players with a rating of 1 will be chosen only after all the players with a rating of 2 have been selected.

NOTE(1): The Player Agent, at his/her discretion, may combine all players with ratings of 2 or 1. **NOTE(2):** A manager may choose a player from a lower rating than is currently being selected one time during the draft. This may only be done after manager has chosen their child, coach's child, and brother / sister of any / all siblings they have chosen to that point.

a. Brothers/Sisters in the Draft. When there are two or more siblings in the draft, the higher rated sibling must be drafted first by a manager. That manager must then select the lower rated brother(s) or sister(s) with pick(s) determined by Player Agent based on Player Agent's weighted rating of lower rated sibling(s). (For example, if a manager drafts one sibling who is a 5 and the other sibling is a 3, the Player Agent determines where in the "rounds of 3's" manager selects sibling).

NOTE: Parents/guardians may request that siblings be placed on separate teams.

b. Sons/Daughters of Managers and Coaches. If a manager has sons and/or daughters eligible under SECTION A for the draft, and wishes to draft them, he/she must declare an option to the Player Agent before the draft. If so stated, the parent/manager is required to draft the sons or daughters with his/her pick(s) determined by Player Agent based on Player Agent's weighted rating of sons/daughters. (For example, if manager sons/daughters are rated 3, the Player Agent determines where in the "rounds of 3's" manager selects sons/daughters).

NOTE: Each manager may be allowed one or two coaches before the draft, provided that coach(es) has been appointed by the President and approved by the Board of Directors.

c. Trades. Managers may, if they desire, trade players for a period of 30 minutes immediately following the draft. All trades shall be made through the Player Agent.

The following restrictions also apply:

i. Trades may only involve players of the same rating with the exception of players with a rating of 1 or 2. ii. All trades must be player for player only.

(Example: Two players from Team A could not be traded for one player on Team B.)

d. Late Player Registration. Any qualifying player (see Section A) who signs up after the draft may be assigned to a Coach Pitch Baseball team at the discretion of the Player Agent.

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4. Player Movement. During the season, the Player Agent, must monitor teams to ensure rosters are balanced. If a manager loses any player on the roster during the current season for illness, injury, change of address or other justifiable reasons (subject to Board approval), another player could be transferred within the Division, through the Player Agent, to replace the one lost, or a player may be obtained, through the Player Agent, from a list of children who registered after teams were formed.

NOTE(1): No new players will be added to the Division after one-half the season has been played.

NOTE(2): If a player is not available to play because of illness or injury of a temporary nature, and the player receives medical treatment from a licensed physician, that player must supply written authorization to the Player Agent,

Baseball, from the treating physician that the player can resume participating with or without restrictions.

NOTE(3): Coach Pitch Baseball players may be reassigned at the discretion of the Board of Directors and the Player Agent, in order to provide a balanced training program.

SECTION D. Schedules

1. Each team will be scheduled a minimum of 10 games, as determined by Board of Directors.

2. Each team will be assigned one or two games per week, unless the number of teams in the league dictates that at least one team will have a bye each week.

3. Games which may be postponed due to rain, the unavailability of fields or other reasons approved by the Board of Directors will be rescheduled by the President and the Vice President, Baseball, if possible. The rescheduling may constitute additional games to be played within the week for which it has been rescheduled.

SECTION E. Practices

1. Each team will be assigned two weekly practice times during the preseason and one practice during the regular season.

2. Teams may schedule voluntary practices. Teams are responsible for securing their own voluntary practice times. Crescenta Valley Little League will not pay for voluntary practice times nor does it recommend that managers ask parents to help pay for field time unless the parents volunteer.

3. A player who does not attend 50% of a team's scheduled games or practices may be subject to disciplinary action with the approval of the Board of Directors. No disciplinary action may be taken for nonattendance of voluntary practices.

SECTION F. Umpires. Because score and standings are not kept in Coach Pitch Baseball, teams shall be responsible for umpiring.

SECTION G. Determination of League Champion. There is no League Champion in Coach Pitch Baseball. Games are non-competitive with no official scorekeeping or standings.

SECTION H. All-Star Games. At the conclusion of the regular and playoff seasons, Crescenta Valley Little League will select two Coach Pitch Baseball All-Star teams. The teams will play each other in a one-game exhibition.

1. Manager Selection. The managers of the first and second place teams shall be determined by League President or Board of Directors.

2. Coach Selection. The manager of each All-Star team may select two (2) coaches of his or her choice from the ranks of other current Crescenta Valley Little League managers and coaches within the Coach Pitch Baseball division.

3. Player Selection. At the conclusion of the regular season, the Coach Pitch Baseball managers, President, Vice President, and Division Director will meet to select no more than 30 players to play on the two All-Star teams.

a. Each member listed in Section H(3) and present at the meeting shall have one vote.

b. A player must receive 70% of the votes of the members present to be placed on the team for which he/she is eligible. Additional rounds of balloting may be necessary with only those players receiving votes in the previous round remaining on the ballot.

4. Team Selection. The teams shall be chosen by the two All-Star managers by a "serpentine" (reverse) draft order with order determined by a coin flip. If a manager's child is an All-Star, he or she is automatically placed on his or her parent's team. There are no options on coaches' sons or daughters. The player's regular season team should not be considered when drafting All Stars. In other words, two players from the same regular season team may be on two different All-Star teams.

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5. All-Star Rules.

- a. The players selected for All Stars will wear their regular season uniforms for All-Star play. The League will provide one All-Star team with blue CVLL All-Star caps and the other with alternate color CVLL All-Star caps.
- b. Home and visiting teams shall be determined by a coin flip.
- c. The game shall be six innings (no time limit).

SECTION I. Post-League Play and Special Games. A post-season single elimination tournament involving all teams may be scheduled by the Board of Directors.

SECTION J. Local League Rules

- 1. There will be no infield practice before games.
- 2. Before all games, players from both teams shall line up on the field in front of their dugout. One player from the home team shall recite the Pledge of Allegiance and one player from the visiting team shall recite the Little League Pledge.
- 3. Teams are permitted one provisional coach, provided that coach has been appointed by the President and approved by the Board of Directors. A provisional coach cannot replace a manager or coach who has been ejected or suspended.

SECTION K. Local League Regulations and Playing Rule Exceptions.

1. REGULATION VII(h). Amend to read: "No new inning may start after one hour 15 minutes after the first swing."

2. REGULATION XIV(d). Adopted: "Managers and/or coaches may be on the field for instructional purposes, but shall not assist runners or touch a live ball. At least one adult manager or coach must be in the dugout at all times."

3. Rule 1.02. Adopted: "No score will be kept in Coach Pitch Baseball."

4. Rule 1.17. Amend to read: "Helmets are to be worn at all times by the batter, runners and the pitcher. In addition, the pitcher may wear a facemask."

5. Rule 2.00. Definition of Terms.

a. Catcher. Delete.

b. Forfeiting Game. Adopted: "There shall be no forfeits in Coach Pitch Baseball."

c. Foul Ball. Amend to read: "A foul ball is any ball that is not batted 15 feet beyond home plate as determined by coach-pitcher and does not otherwise stay in fair territory."

d. Strike. Adopted: Subject to in-season game rules, strikeouts are not permitted in Coach Pitch Baseball."

6. Rule 3.17. Adopted: "In Coach Pitch Baseball, all players on the roster may be given a defensive position." **NOTE:** Although there is a tendency to do so (since batters in Coach Pitch Baseball generally do not hit the ball far), players should not be grouped in the infield. Also, every effort should be made to give all players a chance to field every position as long as it is safe to do so.

7. Rule 4.04. Adopted: "The batting order shall be a continuous batting order that will include all players on the team roster present for the game batting in order."

8. Rule 4.10(f). Amend to read: "Coach Pitch Baseball games shall be 1 hour, 15 minutes."

9. Rule 5.07. Amend to read: "The side is retired when three offensive players are legally put out, or when four runs have scored."

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Article IV: Tee Ball

By-Laws: Tee Ball Approved:

SECTION A. Eligibility. Any candidate who is of League Age 4 or 5 shall be eligible to play Tee Ball, a non-competitive Tee Ball Baseball Division. With the approval of the President and the Board of Directors, children of League Age 6 may be considered for Tee Ball upon the request of their parents/guardian.

SECTION B. Number of Teams and Roster Size. The number of Tee Ball teams shall be determined by the number of players who register to play in the division. The roster size of each Tee Ball team shall be determined before players are assigned to teams. In no case shall rosters be less than 10 or more than 13.

SECTION C. Player Selection. Players will be placed on teams by the Division Director, with the assistance of the Tee Ball managers, based on the following criteria:

1. Age.

2. Gender.

3. Options. Children of managers and coaches will automatically be placed on the team for which their parents are managers and coaches.

NOTE: Each manager may be allowed one or two coaches before the player assignment process, provided that the coach(es) has been appointed by the President and approved by the Board of Directors.

4. Parent/Guardian Requests. Parents/guardian may request that their child be placed on a team with certain other children. Parents/guardian may also request a specific manager, provided the manager approves of the request.

SECTION D. Schedules

1. Each team will be scheduled a minimum of 10 games, as determined by Board.

2. Each team will be assigned one game per week, unless the number of teams in the league dictates that at least one team will have a bye each week.

3. Games which may be postponed due to rain, the unavailability of fields or other reasons approved by the Board of Directors will not be rescheduled by the League.

SECTION E. Practices

1. Each team will be assigned two weekly practice times during the preseason and one practice during the regular season.

SECTION F. Umpires. Because score and standings are not kept in Tee Ball, teams shall be responsible for umpiring.

SECTION G. Determination of League Champion. There is no League Champion in Tee Ball. Games are non-competitive with no official scorekeeping or standings.

SECTION H. All-Star Games. There is no All-Star Game in Tee Ball.

SECTION I. Post-League Play and Special Games. There are no post-season or special games permitted in Tee Ball.

SECTION J. Local League Rules

1. There will be no infield practice before games.

2. Before all games, players from both teams shall line up on the field in front of their dugout. One player from the home team shall recite the Pledge of Allegiance and one player from the visiting team shall recite the Little League Pledge.

3. The tee may be adjusted to the batter's height.

4. Runners and batters may advance only one base at a time. **EXCEPTION:** A player who leads off an inning with a hit to the outfield may advance more than one base.

SECTION K. Local League Regulations and Playing Rule Exceptions.

1. REGULATION VII(h). Amend to read: "No new inning may start after one hour 5 minutes after the first swing."

2. REGULATION XIV(d). Adopted: "Managers and/or coaches may be on the field for instructional purposes, but shall not assist runners or touch a live ball. At least one adult manager or coach must be in the dugout at all times."

3. Rule 1.02. Adopted: "No score will be kept in Tee Ball."

4. Rule 1.17. Amend to read: "Helmets are to be worn at all times by the batter, runners and the pitcher. In addition, the pitcher may wear a facemask."

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5. Rule 2.00. Definition of Terms.

a. Catcher. Delete.

b. Forfeiting Game. Adopted: "There shall be no forfeits in Tee Ball."

c. Foul Ball. Amend to read: "A foul ball is any ball that is not batted past the 15-foot chalk line arch and does not otherwise stay in fair territory. A foul ball will also be called for any batter who hits the tee but does not strike the ball."

d. Strike. Adopted: "Strikeouts are not permitted in Tee Ball."

6. Rule 3.01. Add note to (b): "A semi-circle shall be drawn from the first-base foul line to the third-base foul line with a radius 15 feet from home plate."

7. Rule 3.17. Adopted: "In Tee Ball, all players on the roster may be given a defensive position." **NOTE:** Although there is a tendency to do so (since batters in Tee Ball generally do not hit the ball far), players should not be grouped in the infield. Also, every effort should be made to give all players a chance to field every position as long as it is safe to do so.

8. Rule 4.04. Adopted: "The batting order shall be a continuous batting order that will include all players on the team roster present for the game batting in order."

9. Rule 4.10(f). Amend to read: "Tee Ball games shall be 1 hour."

10. Rule 5.07. Amend to read: "The side is retired when all offensive players have batted through the entire order."

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**Article V:
Junior League Baseball**

By-Laws: Junior Baseball Adopted:

SECTION A. Eligibility. Any candidate who is of League Age 13 or 14 or is of League Age 15 and not participating in high school baseball, and who has registered for Crescenta Valley Little League shall be eligible to play Junior League Baseball.

SECTION B. Number of Teams and Roster Size. The number of Junior League Baseball teams shall be determined before the draft. The size of the roster of each Junior League Baseball team shall be determined before the draft. In no case shall rosters be less than 12 or more than 14.

SECTION C. Player Selection and Player Movement.

1. Player Selection. A "serpentine" (reverse) draft selection process will be used. The draft order will be established by the drawing of numbers. The manager drawing number one shall pick first in odd numbered rounds and last in even-numbered rounds; the manager drawing number two shall pick second in odd-numbered rounds and next-to-last in even-numbered rounds, etc. The Player Agent, the President and the Director, Junior Baseball, shall conduct the draft.

NOTE: Players who do not participate in a Skills Evaluation Session will not be drafted. They will be placed on teams at the discretion of the Player Agent.

a. Brothers/Sisters in the Draft. When there are two or more siblings in the draft, and the first sibling is drafted by a manager, that manager automatically has an option to draft the other sibling. Draft position of sibling in subsequent round will be determined by Player Agent.

b. Sons/Daughters of Managers and Coaches. If a manager and coach have children eligible under Section A for the draft, and wish to draft them, the manager must declare an option to the Player Agent before the draft. If so stated, the parent/manager is required to exercise the option at or before the close of the specific draft round, depending on the League Age of the children. Parent/manager option takes priority over any other option.

c. Draft Rounds. If an option is submitted for the child of a manager or coach, such candidate must be drafted in or before the following round, as determined by Player Agent:

Draft Round League Age of Player

4 13

3 14/15

NOTE: Each manager may be allowed up to two coaches before the draft, provided the coaches have been appointed by the President and approved by the Board of Directors.

d. Trades. Managers may, if they desire, trade players for a period of 30 minutes immediately following the draft. All trades shall be made through the Player Agent.

The following restriction also applies:

i. All trades must be player for player only.

(Example: Two players from Team A could not be traded for one player on Team B.)

e. Late Player Registration. Any eligible player who signs up after the final tryout session, or who does not participate in at least one tryout session, may be assigned to a Junior League Baseball team at the discretion of the Player Agent.

2. Player Movement. During the season, the Player Agent, must monitor teams to ensure rosters are balanced. If a manager loses any player on the roster during the current season for illness, injury, change of address or other justifiable reasons (subject to Board approval), another player could be transferred within the Division, through the Player Agent, to replace the one lost, or a player may be obtained, through the Player Agent, from a list of children who registered after teams were formed.

NOTE(1): No new players will be added to the Division after one-half the season has been played.

NOTE(2): If a player is not available to play because of illness or injury of a temporary nature, and the player receives medical treatment from a licensed physician, that player must supply written authorization to the Player Agent from the treating physician that the player can resume participating with or without restrictions.

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SECTION D. Schedules

1. Junior League Baseball shall participate in District 16 interleague play and/or other league play, as determined by Board of Directors.
2. Games which may be postponed due to rain or the unavailability of fields will be rescheduled through the District 16 Administrator's office.

SECTION E. Practices

1. Each team will be assigned two weekly practice times during the preseason.
2. Teams may schedule voluntary practices. Teams are responsible for securing their own voluntary practice times. Crescenta Valley Little League will not pay for voluntary practice times, nor does it recommend that managers ask parents to help pay for field time unless the parents volunteer.
3. A player who does not attend 50% of a team's scheduled games or practices may be subject to disciplinary action with the approval of the Board of Directors. No disciplinary action may be taken for nonattendance of voluntary practices.

SECTION F. Umpires. A minimum of two umpires will be assigned to each game.

SECTION G. Determination of League Champion / District 16 TOC Representative.

1. The League Champion shall be determined by a by singular championship game OR single elimination knockout tournament, as decided by Board of Directors prior to first game of regular season. Highest ranked team by regular season winning percentage selects home or visitor for each game. If two or more teams are tied for seeding determination for any championship or tournament games, the highest winning percentage in head-to-head games played amongst the tied teams will determine the higher ranked team. If still tied, the following tie breaking process will be used to determine the higher ranked team:

- Highest winning percentage against next highest ranked team not included in tie break (continue down rankings until tie broken and first or second place team determined)
- Most consecutive games without a loss starting with the most recent game played
- Coin flip

SECTION H. Tournament Team. Crescenta Valley Little League will field a Junior League Tournament Team, for players of League Age 13 and 14 years old. Players of League Age 15 are not eligible for the Junior League Tournament Team.

1. Manager Selection. The manager of the Junior League Baseball League Champion shall be offered the Junior League Baseball Tournament Team. The team shall then be offered to the managers in the order that their teams finished at the end of the season (Article V, Section G (2)). If all managers decline the team, the team will be offered to the coaches (excluding provisional coaches) in the Junior League Baseball Division in the order that their teams finished at the end of the season.

2. Coach Selection. The manager of the Tournament Team may select two (2) coaches of his or her choice from the ranks of other current Crescenta Valley Little League managers and coaches within Junior League Baseball.

3. Player Selection. Prior to the conclusion of the season, but not before 75% of the regular season has been played, the Junior League Baseball managers, the Player Agent, the Division Director, the Vice President, and the President shall meet to select the Junior League Tournament Team. Twelve to Fourteen (12-14) players shall be selected based on discretion of Tournament Team Manager, and the team may at no time consist of more than fourteen (14) players.

a. The Director, Junior Baseball, shall arrange for the distribution of statistics on all eligible players for each team.

b. Each member listed in Article V, Section H (3) and present at the meeting shall have one vote.

c. A player must receive 70% of the votes of the members present to be placed on the team. Additional rounds of balloting may be necessary with only those players receiving votes in the previous round remaining on the ballot.

d. In the event of a tie between one or more players, the President shall break the tie.

SECTION I. Post-League Play and Special Games. The League will participate in the Tri-Cities Tournament of Champions. Teams will be seeded according to order of finish in interleague play.

SECTION J. Local League Rules

1. Before all games, players from both teams shall line up on the field in front of their dugout. One player from the home team shall recite the Pledge of Allegiance and one player from the visiting team shall recite the Little League Pledge.

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2. Teams are permitted one provisional coach, provided that coach has been appointed by the President and approved by the Board of Directors. A provisional coach cannot replace a manager or coach who has been suspended.

3. Crescenta Valley Little League Junior League Baseball teams will abide by playing rules and regulations established by a District 16 committee governing interleague play.

SECTION K. Local League Regulations and Playing Rule Exceptions.

1. REGULATION IV(i). Add: "NOTE: In games of six innings or less, the manager must still fulfill the playing regulation requirement of the involved player in the next scheduled game. However, any disciplinary action shall be waived."

2. REGULATION VII(h). Adopted: "No new inning may start after two hours, 15 minutes after the first pitch."

3. Rule 4.04. Resolved: "The batting order shall be followed throughout the game unless a player is substituted for another. Substitutes must take the place of the replaced player's position in the batting order as covered by Rule 3.03."

4. Rule 4.05. Amend to read: "The offensive team shall station two base coaches on the field during its time at bat, one near first base and one near third base. Base coaches shall be eligible players in the uniform of their team; or one (1) adult manager or coach; or both base coaches may be adult managers or coaches, provided there is one adult manager or coach in the dugout at all times."

5. Rule 4.10(a). Amend to read: "A regulation game consists of seven (7) innings, unless extended by a tie score or shortened because (1) the home team needs none of its half of the seventh inning or only a fraction of it; (2) the umpire called the game; (3) an elapsed time from the first pitch of two hours, 15 minutes; or (4) curfew (10:00 p.m.), whichever comes first."

NOTE(1): Any inning started prior to the two-hour, 15-minute time limit will be continued to the completion of that inning.

NOTE(2): No new inning may start after 9:45 p.m.

6. Rule 4.10(b). Amend to read: "If the score is tied after seven (7) complete innings, play shall continue until (1) the visiting team has scored more total runs than the home team at the end of a completed inning; (2) the home team scores the winning run in an uncompleted inning; (3) an elapsed time from the first pitch of two hours, 15 minutes; or (4) curfew (10:00 p.m.), whichever comes first."

NOTE: Any inning started prior to the two-hour, 15-minute time limit will be continued to the completion of that inning. No new inning may begin after 9:45 p.m.

7. Rule 4.11(e). Amend to read: "A regulation game that is tied at the time two hours, 15 minutes has elapsed from the first pitch, shall be recorded as a tie. Each team will be credited with 1/2 game won and 1/2 game lost."

8. Rule 4.12. Amend to read "TIE games halted due to weather, curfew or light failure may be resumed from the exact point at which they were halted in the original game, subject to the two-hour, 15-minute time limit."

NOTE: All Local League rule changes for Rules 4.10, 4.11 and 4.12 apply only to regular season games. All playoff games will adhere to Rules 4.10, 4.11 and 4.12).

9. Rule 4.19(c). Amend to read: "Protests shall be made as follows:

a. The protesting manager shall immediately, and before any succeeding play begins, notify the umpire that the game is being played under protest.

b. Following such notice, the umpire shall consult with the other umpire(s). If the umpire is convinced that the decision is in conflict with the rules, the umpire shall reverse the decision. If, however, after consultation, said umpire shall refer the protest to the League Official in charge of the game. The League Official shall decide how to rule on the protest and a protest must be resolved before the next pitch or play. The decision of the League Official in charge of the game shall be final and announced."

10. Rule 4.19(d). Delete from the second sentence "...and the game shall be continued under protest or not as the protesting manager decides."

11. Rule 4.19(e). Delete.

12. Rule 4.19(f). Delete.

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**Article VI:
CVLL Disciplinary Committee**

By-Laws: CVLL Disciplinary Committee Approved:

CONSTITUTION ARTICLE IX. SECTION C. Disciplinary Committee. Crescenta Valley Little League (CVLL) expects all participants to exhibit exemplary behavior both on and off the field while involved in any CVLL events. CVLL reserves the right to discipline any Manager, Coach, Volunteer, Parent, or Player who violates CVLL's conduct codes during any league associated game, practice, or event. Disciplinary actions involving potential suspension or expulsion from league activities will be taken according to the procedures and policies outlined below.

COMPLAINTS:

1. Complaints must be communicated to CVLL Board Member in writing. Anonymous complaints cannot result in formal discipline.
2. All written complaints will be forwarded to President.
3. In the event the complaint is against President, the complaint shall be forwarded to Vice President who will act as President.
4. The President may, at their discretion, deal with the complaint, or forward it to Disciplinary Committee.
5. Individuals accused of violating the conduct code(s) shall be informed of the nature of the complaint and will have the opportunity to respond before disciplinary action is taken.
6. In cases in which the complaint is referred to the Disciplinary Committee, the President reserves the right to suspend the manager, coach, volunteer, parent, or player from further participation in league activities until the Disciplinary Committee can perform its due diligence to determine potential disciplinary actions.
7. ALL participants determined to be involved in unacceptable behavior will be disciplined.

DISCIPLINARY COMMITTEE REVIEW AND ACTION:

1. The Disciplinary Committee shall be comprised of five (5) Board Directors, as dictated by Constitution Article IX, Section C. Should the complaint be directly against or directly involve a member of the Disciplinary Committee, the President shall appoint a replacement.
2. In cases in which the complaint has been referred to the Disciplinary Committee, the Disciplinary Committee will review the case and present its findings and recommended disciplinary actions, if any, to the President. This will be done as expeditiously as possible.
3. If the President approves Disciplinary Committee recommended disciplinary actions, the actions will be enforced immediately. If the President seeks modifications to disciplinary actions, the President will expeditiously call a Board of Directors Special Meeting to present Disciplinary Committee findings, recommended disciplinary actions, and modifications sought by President. Disciplinary actions will be placed before Board of Directors for vote.
4. A summary of the findings and disciplinary action(s) will be presented to Board of Directors at its subsequent regular meeting and made a part of formal Board minutes.
5. A summary of the disciplinary action(s) will be delivered in writing to the subject(s) of the complaint. This may take the form of email, U.S. Standard mail, or other means.

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**Article VII:
CVLL Benevolent Fund**

By-Laws: CVLL Benevolent Fund Approved:

SECTION A. Eligibility. Crescenta Valley Little League shall maintain a Benevolent Fund within its normal operating account to allow for donations to former members of the Crescenta Valley Little League Community to include alumni players, umpires, and administrators. Donations will be earmarked as scholarship donations and / or financial grants and shall be approved by a unanimous vote of the CVLL Board of Directors.

CONSTITUTION ARTICLE X. RULES NOT ADDRESSED

Any rule not addressed by this document or addressed by Little League Rules and Regulations shall be voted on by the Board of Directors. Any interpretation of these rules shall be voted on by the Board of Directors with the District Administrator's approval.

CONSTITUTION ARTICLE XII. AMENDMENTS

These By-Laws may be amended, repealed, or altered in whole or in part by a majority vote at any duly organized meeting of the Board of Directors provided such meeting occurs at least one month before the first regularly scheduled game, in accordance with Article X, Section C of the Crescenta Valley Little League Constitution.