

**Crescenta Valley Little League
2015 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 sessions 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 board:

1. Candidate is the child of an incumbent or incoming Major's division manager.
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 any board members that witnessed the candidate in game action.

SECTION B. Number of Teams and Roster Size. There will be six teams in the Little League (Major) Baseball Division and the size of the roster of each team shall be 12 players.

SECTION C. Player Retainment, Selection and Replacement.

1. Player Retainment. Each player acquired shall, for the duration of his or her Little League (Major) Baseball Division career, be the property of the team making the acquisition, unless subsequently released.

2. Release of Players (after July 15)

a. Each manager must submit to the Player Agent, Baseball, any player(s) that will be unable to play in the upcoming season due to injury, illness or movement out of the area, by the first tryout. If approved, the team will lose all rights to this player in the future.

b. Each manager must submit to the Player Agent, Baseball, any player(s) he wishes to release for any reasons not covered in ARTICLE I, SECTION C (2)(a) of the Crescenta Valley Little League By-Laws. A full explanation in writing must be submitted and approved by the Board of Directors prior to the first tryout. If approved, the team will lose all rights to this player in the future.

NOTE: Any released player may again tryout for Little League (Major) Baseball Division, provided he/she is eligible under Regulation III, Section (c) and all sections of Regulation IV of Little League Baseball, as well as ARTICLE I, SECTION A of the Crescenta Valley Little By-Laws. A player who tries out again is not guaranteed a spot in the Little League (Major) Baseball Division.

3. Player Selection. A "ladder" draft selection process will be used. Teams will select based upon the prior year's order of finish as follows: the team finishing last in the overall standings will draft first, the team finishing next to last in the overall standings will draft second, and so on, with the prior year's league champion (regardless of overall record) drafting last. The Player Agent, the President and/or the Division Director shall conduct the draft.

Bonus Picks: Each manager requiring eight or more players prior to the regular draft to complete the roster will be allowed one bonus pick at the completion of round four. If more than one manager is allowed bonus picks, the order of rotation will remain identical to that being followed in the draft.

NOTE(1): If two teams tied in the prior year's order of finish, the order of the draft shall be determined by the teams' head-to-head record against each other. The team with the worse head-to-head record will select before the other. If the two teams had the same head-to-head record, order of selection shall be determined by a coin flip.

NOTE(2): 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.

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

NOTE(4): Parents/Guardians may request that their son or daughter, otherwise eligible to be drafted to the Little League (Major) Baseball Division, remain in Minor League Baseball. However, that player will not be eligible to move up to the Little League (Major) Baseball Division anytime during the current season.

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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.

5. Options of Sons, Daughters and Siblings. An option is an agreement between a manager and the Player Agent covering a special condition. All options must be declared to the Player Agent prior to the draft (except (a) below).

a. Brothers/Sisters in the Draft. When there are two or more siblings in the draft, and the first brother or sister is drafted by a manager, that manager automatically has an option to draft the other brother or sister on the next turn (and any other brother or sister in the immediate round or rounds after that). The manager must immediately declare the option(s). If the manager does not declare the option(s), the second sibling (or other siblings) is then available to be drafted by any team. **NOTE:** A manager who drafts a 12-year-old player with a brother or sister of League Age 10 or 11 still available in the draft may not declare an option on that sibling or draft that sibling if only 12-year-old players are available to be drafted.

b. Brothers/Sisters of Players Currently on a Team. If desired, a manager shall declare an option on a draftee if the player candidate's brother or sister is a member of that manager's team. If such an option is submitted, the manager **MUST** draft the sibling within the first three draft selections.

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

c. 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 exercise the option at or before the close of the specific draft round, depending on the League Age of sons and/or daughters. Parent/manager option takes priority over any other option.

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

d. Draft Rounds. If an option is declared for the son and/or daughter of a manager, such candidate must be drafted in or before the following round:

Draft Round League Age of Player

5 10/9

4 11

3 12

f. 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, Baseball. The following restrictions also apply:

i. Trades may only involve players acquired during the just completed draft. Players who have been retained from the previous year may not be traded.

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.)

g. Minor League Baseball Player Ratings. Eligible players not drafted into Little League (Major) Baseball will be placed in the Minor League Baseball draft. At the conclusion of the Little League (Major) Baseball Division draft, the Player Agent, Baseball, shall establish a rating for each player not drafted into the Little League (Major) Baseball Division (also to include those of League Age 9 and those of League Age 10, 11 and 12 who declined to be part of the Little League (Major) Baseball draft) with input from the Little League (Major) Baseball Division managers. Players shall be rated from 5 to 1 (with 5 being most skilled and 1 being least skilled). The number of players per rating will be determined by the number of teams in the Minor League Baseball draft (i.e. if there are six teams, the number of players per rating shall be divisible by 6).

h. 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 League Baseball team at the discretion of the Player Agent, Baseball. 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 (4) of the Crescenta Valley Little League By-Laws).

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

a. Player Absence. If a player misses seven consecutive games, for whatever reason, 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 (4), the manager shall review the available player list with the Player Agent, Baseball, 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, Baseball, 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, Baseball, from the treating physician, that the player can resume participating with or 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, Baseball. The Player Agent, Baseball, 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) Baseball 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 play a regular schedule of 24 games.

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.

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 schedule shall be divided into two halves.

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2. The team with the highest winning percentage in each half will be declared the winner of that half. If the same team wins the first and second half of the season, that team is the league champion. Otherwise, the winner of each half will play in a single championship game to determine the league champion. The league championship game and any tie breaker game(s) shall be six (6) innings with no time limit. For the league championship game, the team with the higher winning percentage for the entire season shall select home or visitor (if the same, a coin flip will be utilized).

NOTE: A distinct, clear-cut winner must be determined in playoff games for each half. If there is a tie of two or more teams in either half of the season, the following tie breaking criteria will be used:

- **First half of the season:** If two teams are tied, the highest winning percentage in head to head games played will determine the winner of the first half. If still tied, then a tie breaker game will be played, with a coin flip to determine home and visitor.
 - If three or more teams are tied, a tie breaker game will be played. The following tie breaking process will be used to determine the two teams for the game. If one tie breaker establishes a position for one or more teams, each team is placed in the appropriate position (1st, 2nd or out of the tie breaker game). Once a team(s) is placed in a finishing position, if necessary, the remaining tied teams shall start the tie breaking process over again at the first step. Only games between the involved teams will be used in the tie breaking process (throw out all games against teams not tied).
 - Highest winning percentage in games between all tied teams
 - Head to head record (only if two teams remain tied)
 - Most wins
 - Most recent win head to head (only if two teams remain tied)
 - Most consecutive games without a loss starting with the most recent game played
 - Coin flip
 - Once the two teams for the tie breaker game have been established, the team placed in the higher position (better seed) shall select home or visitor.
- **Second half of the season:** If two teams are tied, the highest winning percentage in head to head games played will determine the winner of the second half. If still tied, then a tie breaker game will be played, with a coin flip to determine home and visitor.
 - If three or more teams are tied, a single tie breaker game will be played. The following tie breaking process will be used to determine the two teams for the game. If the first half winner is part of a three team (or more) tie, they shall automatically be eliminated (excluded) from the tie breaking process and the remaining teams will follow the tie breaking process. If one tie breaker establishes a position for one or more teams, each team is placed in the appropriate position (1st, 2nd or out of the tie breaker game). Once a team(s) is placed in a finishing position, if necessary, the remaining tied teams shall start the tie breaking process over again at the first step. Only games between the involved teams will be used in the tie breaking process (throw out all games against teams not tied).
 - Highest winning percentage in games between all tied teams
 - Head to head record (only if two teams remain tied)
 - Most wins
 - Most recent win head to head (only if two teams remain tied)
 - Most consecutive games without a loss starting with the most recent game played
 - Coin flip
 - Once the two teams for the tie breaker game have been established, the team placed in the higher position (better seed) shall select home or visitor.

3. Place of order after League Champion (for purposes of Tournament Team manager selection, Tri-Cities Tournament of Champions selection and order of next season's draft) will be determined by overall record.

NOTE: There must be a distinct, clear-cut second place team. In the event of a tie between two or more teams, the tie break formula used to determine the first half winner shall be used to determine a second place team.

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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) Baseball 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) Baseball 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) Baseball 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 may select 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, the Player Agent, Baseball, the Division Director, the Vice President, Baseball and the President shall meet to select the 11-12, 10-11 and 9-10 Tournament Teams. Thirteen (13) players shall be selected and the team may at no time consist of more than thirteen (13) players.

NOTE(1): Prior to the meeting, the President shall poll all Little League (Major) Baseball Division players, tally all votes and this will constitute the President's vote. Players may only vote for players on the team for which they are eligible. Players of League Age 11 and League Age 10 will vote twice. Players of League Age 11 will vote once for the 11-12 Tournament Team and once for the 10-11 Tournament Team; Players of League Age 10 will vote once for the 10-11 Tournament Team and once for the 9-10 Tournament Team

NOTE(2): In the event of a tie between one or more players, the President shall break the tie.

a. The Vice President of Baseball 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.

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.

d. After five (5) ballots, the President shall be released from the Player Vote and may vote for any player(s) still remaining on the ballot.

NOTE(3): The 11-12 Tournament Team takes precedence over the 10-11 Tournament Team and will be selected first.

NOTE(4): 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. A 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. 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.

5. Teams are limited to a specific number of "events" per week. See Appendix A.

6. Each team shall designate two volunteers who shall undergo umpire training and be available to umpire Minor League Baseball games as assigned.

SECTION K. Local League Regulations and Playing Rule Exceptions.

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

4. 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."

5. 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."

6. Rule 4.07. Amend to read: "When a manager, coach or player is ejected from a game, he/she shall leave the field immediately and take no further part in that game. He/she may not sit in the stands and may not be recalled. Any manager, coach or player ejected from a game is suspended for his or her team's next physically played game. Said manager, coach or player will not be permitted to sit in the stands during the suspension."

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.

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. 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 is in conflict 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."

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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.

17. Manager Selection. At the conclusion of the regular season, the 11-12, 10-11 and 9-10 tournament team managers will be selected from the Little League (Major) Baseball Division. The manager position for these tournament teams shall be offered to the managers in the Little League (Major) Baseball Division in the order that their teams finished (first to last based on final standings) at the end of the season and per Article I, Section G of the Crescenta Valley Little League By-Laws. If there are any teams not taken by a Major's manager, the remaining tournament team(s) will be offered to the coaches in the Little League (Major) Baseball Division in the order that their teams finished at the end of the season. Also add back the phrase: "Tournament Team manager selection after "(for purposes of..." in the "Note:" of Section G (2). (Adopted December 7, 2011)

18. All-Star Selection. One person, one vote for Tournament team selections. This pertains to Section H of the by-laws. (Adopted December 7, 2011)

19. CVLL Majors will invoke the dropped third strike rule for the second half of the season. (Adopted January 30, 2012)

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.

ARTICLE XI. 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.

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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 15.

SECTION C. Player Selection and Player Movement.

1. Ratings. The Player Agent, Baseball, 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, Baseball. Those players will then be eligible for the draft. If the Player Agent, Baseball is unable to rate said players, they will be placed on teams at the discretion of the Player Agent, Baseball. 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, Baseball, 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.

a. Brothers/Sisters in the Draft. When there are two or more siblings in the draft and the first brother or sister is drafted by a manager, that manager must select the other brother(s) or sister(s) with his or her first pick at that player's rating. (For example, if a manager drafts one brother who is a 5 and the other brother is a 3, the manager must draft the other brother with his first pick when players with ratings of 3 are being selected.)

b. Sons/Daughters of Managers and Coaches. If a manager and coach have sons and/or daughters eligible under Section A for the draft and wish to draft them, the manager must declare these options to the Player Agent, Baseball, before the draft. If so stated, the parent/manager is required to draft the sons or daughters with his first pick at that player's rating. (For example, if the ratings of the sons of the manager and the coach are 4 and 5, the son with the 5 rating must be the manager's first selection in the draft and the son with the 4 rating must be the manager's first pick when players with ratings of 4 are being selected.)

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, Baseball.

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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 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, Baseball.

3. Player Movement. During the season, the Player Agent, Baseball, 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, Baseball, to replace the one lost, or a player may be obtained, through the Player Agent, Baseball, 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): Minor League Baseball players may be reassigned at the discretion of the Board of Directors and the Player Agent, Baseball, in order to provide a balanced training program.

SECTION D. Schedules

- 1. Each team will play a regular schedule of a minimum of 14 games.
- 2. 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.
- 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. See Appendix C.

SECTION G. Determination of League Champion.

1. The League Champion shall be determined by a championship game between the top two teams in the Minors division based on best record, by winning percentage, at the end of the regular season. In the case where the division is split into sub-divisions, the winners of each subdivision will play for the championship in a single game. The team with the best overall record will have the option to choose home or visitor. In the case of a tie, head-to-head records and then the most recent win in head to head competition will determine the team with the option on home team.

NOTE: If two or more teams are tied, a playoff will be used to determine the champion. If one playoff game is necessary to determine a winner, home and visitor shall be determined by a coin flip. If more than one game is necessary, the teams will be seeded according to their aggregate record against all teams involved in the playoff. Ties will be broken by a coin flip. Home and visitor shall be determined by a coin flip.

2. Place of order after League Champion (for purposes of the District 16 Minor League Baseball Knock-Out Tournament) will be determined by overall record. Ties will be broken by 1) record in head-to-head competition 2) coin flip (if two teams are tied and they share the same head-to-record) or 3) drawing of numbers (if more than two teams are tied).

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

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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, the President, the Vice President, Baseball, and the Division Director will meet to select 30 players to play on the two All-Star teams.

NOTE: Prior to the meeting, the President shall poll all Minor League Baseball players, tally all votes and this will constitute the President's vote. In the event of a tie between one or more players, the President shall break the tie.

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.

c. After five ballots, the President shall be released from the Player Vote and may vote for any player(s) still 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 gold or red CVLL All-Star caps.

b. Home and visiting teams shall be determined by a coin flip prior to the first game. Home team in first game shall be visitor in the second game and home in the third game. Visitor in the first game shall be home in the second game and visitor in the third 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. A post-season double elimination tournament involving all teams may be scheduled by the Board of Directors. The League will also participate in the District 16 Minor League Baseball Knock-Out Tournament, if one is scheduled.

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.

5. Teams are limited to a specific number of "events" per week. See Appendix A.

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.

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NOTE 1: The player agent will create and run the pool. Players will be assigned on a rotating basis. Players may not participate in more than one game per day (i.e. if the player's regular team already has a game that day, he or she will not be eligible for the pool on that particular day).

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 VI. Pitchers: Amend to read: "The manager must remove the pitcher, regardless of age, when said pitcher reaches the limit of 75 pitches per day."

4. REGULATION VI – PITCHERS: Amend to read: "(e) A player may not pitch in consecutive games. Exception – League Age 16 and under: A player may pitch in consecutive games if 20 or less pitches were delivered in the previous game."

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

6. Regulation XIV(d). Delete exception.

7. Rule 3.03. Delete Sections 1, 2 and 4. Add: "Players may be substituted to defensive positions freely during the game."

8. 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."

9. 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."

10. Rule 4.07. Amend to read: "When a manager, coach or player is ejected from a game, he/she shall leave the field immediately and take no further part in that game. He/she may not sit in the stands and may not be recalled. Any manager, coach or player ejected from a game is suspended for his or her team's next physically played game. Said manager, coach or player will not be permitted to sit in the stands during the suspension."

11. 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.

12. 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.

13. Rule 4.10(d). Delete.

14. 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."

15. 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.

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16. Rule 4.16. 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)."

17. 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."

18. 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 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."

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

20. Rule 4.19(e). Delete.

21. Rule 4.19(f). Delete.

22. Minors baseball will merge all 8 to 11 year olds with 12 year old approve waivers all playing in one Minors division. (Adopted January 13, 2011)

23. 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. (Adopted December 7, 2011)

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.

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.

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**Article III:
Tee Ball Baseball**

By-Laws: Tee Ball 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 Tee Ball Baseball.

SECTION B. Number of Teams and Roster Size. The number of Tee Ball Baseball teams shall be determined before the draft. The size of the roster of each Tee Ball Baseball team shall be determined before the draft. In no case shall rosters be less than 10 or more than 15.

SECTION C. Player Selection and Player Movement.

1. Ratings. The Player Agent, Baseball, will establish a rating for each player with input from the Tee Ball 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, Baseball. Those players will then be eligible for the draft. If the Player Agent, Baseball is unable to rate said players, they will be placed on teams at the discretion of the Player Agent, Baseball. 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, Baseball, 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.

a. Brothers/Sisters in the Draft. When there are two or more siblings in the draft, and the first brother or sister is drafted by a manager, that manager must select the other brother(s) or sister(s) with his or her first pick at that player's rating. (For example, if a manager drafts one brother who is a 5 and the other brother is a 3, the manager must draft the other brother with his first pick when players with ratings of 3 are being selected.)

b. Sons/Daughters of Managers and Coaches. If a manager and coach have sons and/or daughters eligible under Section A for the draft, and wish to draft them, the manager must declare these options to the Player Agent, Baseball, before the draft. If so stated, the parent/manager is required to draft the sons or daughters with his first pick at that player's rating. (For example, if the ratings of the sons of the manager and the coach are 4 and 5, the son with the 5 rating must be the manager's first selection in the draft and the son with the 4 rating must be the manager's first pick when players with ratings of 4 are being selected.)

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

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, Baseball.

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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 Tee Ball Baseball team at the discretion of the Player Agent, Baseball.

4. Player Movement. During the season, the Player Agent, Baseball, 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, Baseball, to replace the one lost, or a player may be obtained, through the Player Agent, Baseball, 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): Tee Ball Baseball players may be reassigned at the discretion of the Board of Directors and the Player Agent, Baseball, in order to provide a balanced training program.

SECTION D. Schedules

- 1. Each team will play a regular schedule of a minimum of 10 games.
- 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. A minimum of two umpires will be assigned to each game by the Director, Tee Ball Baseball. The umpires shall consist of **volunteers**.

SECTION G. Determination of League Champion.

- 1. The League Champion shall be determined by a championship game between the top two teams in the Tee Ball division based on best record, by winning percentage, at the end of the regular season. In the case where the division is split into sub-divisions, the winners of each subdivision will play for the championship in a single game. The team with the best overall record will have the option to choose home or visitor. In the case of a tie, head-to-head records and then the most recent win in head to head competition will determine the team with the option on home team.

NOTE: If two or more teams are tied, a playoff will be used to determine the champion. If one playoff game is necessary to determine a winner, home and visitor shall be determined by a coin flip. If more than one game is necessary, the teams will be seeded according to their aggregate record against all teams involved in the playoff. Ties will be broken by a coin flip. Home and visitor shall be determined by a coin flip.

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

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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 (as determined by Section G(4)).

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 Tee Ball Baseball division.

3. Player Selection. At the conclusion of the regular season, the Tee Ball Baseball managers, the President, the Vice President, Baseball, and/or the Division Director will meet to select 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, if they so choose.

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.

2. 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.

3. 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 gold or red 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).

d. The per-inning run limitation of Local League Rule #23 (Rule 5.07) is waived for this game.

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.

4. Teams are limited to a specific number of "events" per week. See Appendix A.

5. Each team shall designate at least three volunteers who shall be available to umpire Tee Ball Baseball games throughout the season.

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.

Players may not participate in more than one game per day (i.e. if the player's regular team already has a game that day, he or she will not be eligible for the pool on that particular day).

"**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.

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

3. Regulation VII(h). Amend to read: “No new inning may start after one hour, 15 minutes after the first swing.”

4. Regulation XIV(d). Delete exception.

5. Rule 1.02. Delete Tee Ball note.

6. Rule 1.17. Amend to read: “Helmets are to be worn at all times by the batter, runners, the pitcher and the catcher. In addition, the pitcher will wear a facemask and the catcher will wear shin guards and a chest protector.”

7. Rule 2.00. Definition of Terms.

a. Catcher’s Box. Amend to read: “...is that area at least six feet behind the batter’s box in which the catcher shall stand until the batter hits the ball. The home plate umpire will guide the catcher’s distance and position behind home plate and when the batter is ready to bat will at all times watch for the catcher’s safety. A white line will be drawn for this purpose.”

b. Forfeiting Game. Amend to read: “A minimum of eight players is required to field a team and begin play. If at any time during the game a team is unable to maintain eight players on the field, that team will forfeit the game. A team with eight or nine players may play without a catcher.”

c. Foul Ball. Amend to read: “A foul ball is any ball that is not batted past the 20-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. Bunting is not allowed and will be called a foul ball.”

d. Pitcher. Amend to read “...the fielder positioned inside a chalk circle 10’ in diameter with the pitcher’s rubber as its center. The pitcher must be positioned with both feet inside the chalk circle before the ball is hit and may not leave the circle until the ball has been struck. If the pitcher has one or both feet outside the circle prior to the swing of the bat, the umpire will stop play and reposition the pitcher. If the pitcher has one or both feet outside the circle when the ball is hit, the play will continue. At the conclusion of the play, the offensive team shall have the option of letting the play stand or taking the play over.”

e. Strike. Amend to read: “Strikeouts are permitted in Tee Ball. A third strike will be called if a batter has two strikes and swings at the ball and misses it and the tee completely or if a player throws the bat with two strikes.

A strike is called when:

(1) The ball is struck at by the batter and missed.

(2) The batter strikes the tee but no part of the ball (a foul strike).

(3) The batter strikes both the tee and the ball and the ball fails to reach the 20-foot radius chalk line (a foul strike).

(4) The batter steps out of the box when striking the ball.

NOTE: When a player steps out of the batter’s box when hitting the ball, the defensive team has the option of allowing the resulting play to stand or returning the batter to the batter’s box with a strike added to the count.

(5) The batter throws the bat when taking a swing.

NOTE: When a player throws the bat, the defensive team has the option of allowing the resulting play to stand or returning the batter to the batter’s box with a strike added to the count, except on the third instance of a thrown bat on the same player, in which case the ball is declared dead and the batter is out.

(6) The ball is accidentally touched by the batter’s bat causing the ball to fall off the tee (a foul strike).

(7) In the judgment of the umpire, the batter fails to take a full swing.

NOTE: When, in the judgment of the umpire, the batter fails to take a full swing, the defensive team has the option of allowing the resulting play to stand or returning the batter to the batter’s box with a strike added to the count.

(8) In the judgment of the umpire, the batter strikes down on the ball, deliberately causing the ball to hit the ground inside the 20-foot line.

NOTE: When, in the judgment of the umpire, the batter strikes down on the ball, deliberately causing the ball to hit the ground inside the 20-foot line, the defensive team has the option of allowing the resulting play to stand or returning the batter to the batter’s box with a strike added to the count.

(9) In the judgment of the umpire, the batter fails to assume a set stance before swinging at the ball.

NOTE: When, in the judgment of the umpire, the batter fails to assume a set stance before swinging at the ball, the defensive team has the option of allowing the resulting play to stand or returning the batter to the batter’s box with a strike added to the count.”

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7. 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 20 feet from home plate. A circle 10 feet in diameter shall be drawn around the pitcher's mound with the rubber as its center. Hash marks shall be drawn midway (30 feet) between first base and second base, second base and third base, and third base and home plate."

8. Rule 3.03. Delete Sections 1, 2 and 4. Add: "Players may be substituted to defensive positions freely during the game."

9. Rule 3.17. Amend to read: "In Tee Ball, 10 players on the roster maybe given a defensive position. The 10th defensive player must be placed in the outfield and must adjust his or her position in harmony with the other outfielders (i.e. no rover position is permitted)."

10. 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 or becomes ill 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."

11. 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."

12. Rule 4.07. Amend to read: "When a manager, coach or player is ejected from a game, he/she shall leave the field immediately and take no further part in that game. He/she may not sit in the stands and may not be recalled. Any manager, coach or player ejected from a game is suspended for his or her team's next physically played game.

Said manager, coach or player will not be permitted to sit in the stands during the suspension."

13. Rule 4.10(a). Amend to read: "A regulation game consists of six (6) innings, unless extended by a tie score or shortened (1) because the home team needs none of its half of the sixth inning or only a fraction of it; (2) the umpire called the game; or (3) an elapsed time from the first swing of one hour, 15 minutes, whichever comes first."

NOTE: If time is left at the completion of an inning, the league official responsible for the game shall determine whether there is enough time to continue.

14. 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; or (3) an elapsed time from the first pitch of one hour, 15 minutes, whichever comes first."

NOTE: If time is left at the completion of an inning, the league official responsible for the game shall determine whether there is enough time to continue.

15. Rule 4.10(d). Delete.

16. Rule 4.10(e). Amend to read: "If after four (4) innings, three and one-half innings if the home team is ahead, one team has a lead of 15 runs or more, the manager of the team with the least runs shall concede victory to the opponent." Delete Notes 1 and 2.

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

18. 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, 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).

19. 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 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."

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

21. Rule 4.19(e). Delete.

22. Rule 4.19(f). Delete.

23. Rule 5.10. Amend to read: "The ball becomes dead when an umpire calls 'The ball is dead.' The umpire shall call 'The ball is dead' when the pitcher has possession of the ball while standing inside the chalk circle. A runner will be awarded the base he/she is running to if he/she is halfway or more than halfway to the base (indicated by a chalk hash mark midway between the bases) when the ball is declared dead. If the runner is not past the hash mark, he/she will be directed to return to the base he/she has just passed."

24. Rule 5.10(d). Amend to read: "A player or team conference may be held once per inning up to a maximum of three times per game (applies to offense and defense)."

25. Rule 5.11. After the ball is dead, play resumes when the home plate umpire indicates.

26. Rule 6.06. Add **Note:** "A player who throws his or her bat after swinging at the ball will receive a warning from the home plate umpire on the first and second occurrences. The defensive team has the option of allowing the resulting play to stand or returning the batter to the batter's box with a strike added to the count. On the third occurrence in a single game, the play shall be called dead (runners will not be permitted to advance) and the player shall be declared out. He or she may continue playing in the game, but will not be allowed to bat. When the player's turn at bat comes again, he or she will be skipped at no penalty to his/her team."

27. Rule 6.06(a). Amend to read: "When a player steps out of the batter's box when hitting the ball, the defensive team has the option of allowing the resulting play to stand or returning the batter to the batter's box with a strike added to the count."

28. Rule 6.07. Amend Tee Ball note: "A batter shall be called out, on appeal, when failing to bat in his/her proper turn, and another batter completes a time at bat in place of the proper batter."

Note: The scorekeeper will make every effort to inform the manager that a player is batting out of order at the time he or she is batting out of turn."

29. Rule 6.09. Add **Note:** "If an infielder is apparently injured by a batted ball, the play shall be declared dead and the batter and all runners will be awarded one base. If an outfielder is apparently injured by a batted ball, the play shall be declared dead and the batter and all runners will be awarded two bases. The determination of whether a player is injured by a batted ball will be made by the umpires, but the first priority is always the safety and welfare of the players."

30. Rule 7.05(i), Note 2. Amend to read: "On overthrown balls that land in fair territory, runners may advance as many bases as they wish at their own risk. On overthrown balls that land in foul territory, runners may advance at their own risk. If the defensive player fielding the overthrown ball in foul territory attempts to make the ball dead (in other words, he/she is not making a play on any advancing runner), the runner(s) may only advance as far as the base he or she is running to (a batter may only advance as far as second base unless a play is made on him or her). If a play is made on any advancing runner and the ball is again overthrown, the runner(s) may continue running according to rules governing whether *that* overthrow lands in fair or foul territory."

31. Rule 7.10. Amend to read: "In order for an appeal to be made, the ball need only be dead. The appeal can then be made by a manager or coach through the pitcher."

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.

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.

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**Article IV:
Training League**

By-Laws: Training League Approved:

SECTION A. Eligibility. Any candidate who is of League Age 4 or 5 shall be eligible to play Training League, 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 Training League upon the request of their parents/guardian.

SECTION B. Number of Teams and Roster Size. The number of Training League teams shall be determined by the number of players who register to play in the division. The size of the roster of each Training League team shall be determined before players are assigned to teams. In no case shall rosters be less than 10 or more than 15.

SECTION C. Player Selection. Players will be placed on teams by the Division Director, with the assistance of the Training League 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 play a regular schedule of a minimum of 10 games.

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 Training League, teams shall be responsible for umpiring.

SECTION G. Determination of League Champion. There is no League Champion in Training League.

SECTION H. All-Star Games. There is no All-Star Game in Training League.

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

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.

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- 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 Training League."
- 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 Training League."
 - 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 Training League."
- 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."
- 10. 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 Training League 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: "Training League games shall be 1 hour, 5 minutes."
- 2. Rule 5.07.** Amend to read: "The side is retired when three offensive players are legally put out, or when five runs have scored."

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.

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.

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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 15.

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, Baseball, 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, Baseball.

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 on the next turn. If the manager does not exercise the option, the second sibling is then available to be drafted by any team.

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, Baseball, 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:

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, Baseball.

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, Baseball.

2. Player Movement. During the season, the Player Agent, Baseball, 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, Baseball, to replace the one lost, or a player may be obtained, through the Player Agent, Baseball, from a list of children who registered after teams were formed.

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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.

SECTION D. Schedules

1. Junior League Baseball shall participate in District 16 interleague play.

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.

1. The team with the best record in head-to-head competition with other Crescenta Valley Little League Junior League Baseball Division teams shall be the League Champion.

NOTE: A distinct, clear-cut winner must be determined in playoff games for the league championship. If a playoff game is necessary to determine a winner, home and visitor shall be determined by a coin flip.

2. Place of order after League Champion will be determined by overall record.

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 IX, Section G (3)). 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, Baseball, the Division Director, the Vice President, Baseball and the President shall meet to select the Junior League Tournament Team. Thirteen (13) players shall be selected and the team may at no time consist of more than thirteen (13) players.

NOTE: Prior to the meeting, the President shall poll all Junior League Baseball players, tally all votes and this will constitute the President's vote. In the event of a tie between one or more players, the President shall break the tie.

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 VIII, 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. After five ballots, the President shall be released from the Player Vote and may vote for any player(s) still remaining on the ballot.

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

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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.

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 4.07.** Amend to read: "When a manager, coach or player is ejected from a game, he/she shall leave the field immediately and take no further part in that game. He/she may not sit in the stands and may not be recalled. Any manager, coach or player ejected from a game is suspended for his or her team's next physically played game.

Said manager, coach or player will not be permitted to sit in the stands during the suspension."

6. **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.

7. **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.

8. **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."

9. **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).

10. **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."

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

12. Rule 4.19(e). Delete.

13. Rule 4.19(f). Delete.

14. Juniors Baseball will retain their returning players from the previous year with the returning high school boys entering a separate mid-season draft, and that returning players may request to be drafted to another team. (Adopted January 13, 2011)

15. The 15 year old rule will conform to the District 16 rule. (Adopted February 3, 2011)

16. Baseball Juniors will have 12 players. Section H, Tournament Team Selection (Adopted December 7, 2011)

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.

ARTICLE XI. 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.