



# **Ground Rules Manual**

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# Welcome to College Station Little League!

Little League® Baseball and Softball is played in approximately 6,500 communities across more than 80 countries around the world, but regardless of where they are played, each of them share the same core mission. Little League believes in the power of youth baseball and softball to teach life lessons that build stronger individuals and communities. Joined together by one common goal, every local league is part of One Team. One Little League.

## *Mission Statement*

College Station Little League, “CSLL,” is a non-profit organization whose mission is to assist children in developing the qualities of citizenship, discipline, teamwork, and physical well-being. By promoting the virtues of character, courage, and loyalty, our program prioritizes development of superior citizens rather than superior athletes by teaching life lessons learned through good sportsmanship, teamwork, dedication, commitment, and personal pride in contributing to a common goal.

Our league is 100% volunteer-managed; none of the board members, coaches, or assistant coaches receive payment for their volunteer efforts. The CSLL Board of Directors works tirelessly each year with the sole purpose of keeping the league enjoyable for our area youth who choose to play here.

## *About this Document*

Honoring the game begins with playing by the rules. Most of the rules in this document mirror the Little League Baseball Rulebook for the current year. This is a supplement to the Rules and Regulations set forth by the Little League Charter. Any rule or regulation not covered here will be governed by the official by-laws of the College Station Little League (CSLL) and appropriate official Little League Rule Book. The ground rules in this document apply to **ALL LEVELS** of play in the College Station Little League. In case of conflict, the CSLL ground rules take precedence over Little League rules. Each division has additional ground rules specific to that division. The Major and Senior Minor divisions are also subject to pitch limit ground rules.

Access to the Little League *Baseball Official Regulations and Playing Rules* can be viewed on their phone app. Managers and coaches are responsible for knowing and following the rules. For the purposes of this document, volunteer refers to anyone who provides regular services to the league and/or has repetitive access to, or contact with, players, including but not limited to managers, coaches, board of directors members and umpires.

# Volunteers

Parent participation is one of the keys to the success of any youth volunteer league. Responsible parents are needed as managers, coaches, sponsors, team parents, and scorekeepers. We always need volunteers to help keep our league running and to experience the joys of providing young players with a fun and lifelong baseball experience. Please sign up as a volunteer at the CSLL website or during registration.

## *Team Managers and Coaches*

Coaching is a great way to enjoy time with your child while introducing the skills essential for children in this age group and developing the fundamental elements of baseball. Prior to each Spring and Fall season, we conduct coaching training to review practice techniques and drills to make practices more productive. If you cannot help, please remember that your coach is a volunteer and give them your full support.

## *Board of Directors*

Parent participation on the CSLL Board of Directors is encouraged. All meetings are open to the public and take place on the third Wednesday of each month. The Annual Meeting takes place in July as set forth in the CSLL Constitution. You can speak with any current Board member or email [president@collegestationlittleleague.com](mailto:president@collegestationlittleleague.com) for more information.

# Field Access

Practices and games that take place on Brian Bachmann Athletic Complex (BBAC) and Wayne Smith (WS) baseball fields or other approved facilities are scheduled through the [CSLL Scheduling Official](#). Each team in a division is provided equal access to the fields.

Teams may conduct additional practices on fields other than BBAC and WS, if the field is at a recognized city park or CSISD school and the field has a backstop.

No practices are allowed on the playing fields at BBAC and WS on days when games are scheduled.

# Park Rules

The City of College Station Parks and Recreation Department has posted basic park rules at the entrances. While common sense should prevail in all instances, the following must be followed by everyone.

- No player warm-up in the common areas
  - Swinging bats must be done:
    - On the field of play, or
    - In the batting cages
  - Throwing baseballs must be done:
    - On the field of play, or
    - In the designated pitching areas next to the fields
- No unauthorized vehicles inside the park
- No skateboards, rip sticks, roller blades (this includes hover boards)
- No bicycles or scooters
- No tobacco or alcohol –this includes vaporizers (“vaping” is prohibited at the park)
- No abusive language
- No firearms or fireworks

# Organization of Divisions

College Station Little League has divisions for athletes ages 4-16.

## *Tee Ball Divisions (League Age 4, 5, and 6 years)*

### **Beginner Tee Ball (League Age 4 years)**

Philosophy: The Tee Ball division is one of the largest and most important divisions in CSLL. The focus in Tee Ball is on developing basic baseball skills, introducing sportsmanship, cooperation, and most of all HAVING FUN! The emphasis is on learning, not winning.

Equipment: Players are encouraged to bring their own bats and helmets. Bats must be Little League approved (USA Baseball Tee-ball logo). CSLL recommends bats of length 24-27 inches with a weight 12-17 oz (“drop” of -9 to -12). *Beginner Tee Ball Subdivision (League Age 4 years)*

Philosophy: The first subdivision is Beginner Tee Ball and is designed for players who are (league age) 4 years old that are new to Tee Ball. These games will be held on Saturday mornings. We

recommend that your child plays at least one season of Beginner Tee Ball before trying Coach Soft-Toss to ensure they understand the basics of the game, but it is not required.

Practices & Games: CSLL expects to schedule 2 to 4 weeks of 2 practices, followed by up to 6 weeks of 1 practice and 1 game. Practices and games each generally last 1 hour. Practices are expected on Monday, Tuesday, Thursday, Friday, and Saturday. Games are expected to occur Saturday mornings.

All games are held at Wayne Smith Park or Brian Bachmann Park. Practices are held at various fields in College Station including Brian Bachmann Park, Brothers Park, Sandstone Park, Jack & Dorothy Miller Park, Pebble Creek Park, Wayne Smith Park.

Practice and game schedules will be available on the CSLL website once they are ready.

### **Coach Soft Toss Tee Ball Subdivision (League Age 5 years)**

Philosophy: The second subdivision is Coach Soft-Toss Tee Ball. This division is designed for players who are (league age) 5 years old. While the goal in this division is having fun, we also want to help the players learn the basic rules of the game. No score is kept, but we have set out rules to help players understand game concepts such as outs, running the bases, and positions.

Practices & Games: CSLL expects to schedule 2 to 4 weeks of 2 practices, followed by up to 6 weeks of 2 games. Practices and games each generally last 1 hour. Games and practices are expected on Monday, Tuesday, Thursday, and Friday.

All games are held at Wayne Smith Park or Brian Bachmann Park. Practices are held at various fields in College Station including Brian Bachmann Park, Brothers Park, Sandstone Park, Jack & Dorothy Miller Park, Pebble Creek Park, Wayne Smith Park.

Practice and game schedules will be available on the CSLL website once they are ready.

### **Competitive Tee Ball Subdivision (League Age 6 years)**

Philosophy: The third subdivision is Competitive Tee Ball. This division is designed for players who are (league age) 6 years old. While the goal in this division is having fun, we also want to help the players learn the rules of the game in a slightly more competitive environment in order to help prepare for the Junior Minor division. The rules are increasingly similar to baseball to help players understand game concepts such as outs, running the bases, and positions.

Practices & Games: CSLL expects to schedule 2 to 4 weeks of 2 practices, followed by up to 6 weeks of 2 games. Practices and games each generally last 1 hour. Games and practices are expected on Monday, Tuesday, Thursday, and Friday.

All games are held at Wayne Smith Park or Brian Bachmann Park. Practices are held at various fields in College Station including Brian Bachmann Park, Brothers Park, Sandstone Park, Jack & Dorothy Miller Park, Pebble Creek Park, Wayne Smith Park.

Practice and game schedules will be available on the CSLL website once they are ready.

Post-Season: Competitive Tee ball subdivision may have an End of Season Tournament with rules and eligibility determined by the CSLL Board of Directors.

## *Junior Minor Division (League Age 7-8 years)*

Philosophy: The Junior Minor Division commonly fields between 12-24 teams with an average of 11-13 players per team. The Junior Minor Division (also referred to as Machine Pitch) is known for exciting, action-filled games and a noticeable improvement in skills by its players. The goal for our young players at this level is to develop a strong foundation in the principles of sportsmanship and teamwork, and, most importantly, having fun learning the fundamentals of baseball. Junior Minor baseball is an enjoyable transition from Tee Ball and an instructional introduction to traditional baseball.

Age: This division is primarily composed of players with a league age of 7-8 years old. In certain instances, where an individual has advanced skill and awareness, has reached a league age of 6 years, AND has played at least one Spring season in Coach Soft-Toss Tee Ball or one Fall season of Competitive Tee Ball, he/she may be provided the opportunity to be evaluated for playing in the Junior Minor Division.

Equipment: Players are encouraged to bring their own bats and batting helmets provided that they meet Little League standards. At this level, it is recommended that players use a bat length of 27 to 30 inches with a weight of 15 to 18 oz (a "drop" of -8 to -13).

Evaluations: Player evaluations will be held prior to the start of each season. Players are expected to attend. The purpose of the evaluations is to promote a competitive balance between teams leading into player selection (drafts).

Practices & Games: CSLL expects to schedule 4 to 6 weeks of 2 practices, followed by 5 to 8 weeks of 2 games. Practices generally last 60 to 75 minutes; games last approximately 75 minutes (extended up to 15 more minutes for completion of innings or to resolve ties). Games and practices are expected on Monday, Tuesday, Thursday, Friday, and occasionally practice on Saturday.

All games and practices are held at Wayne Smith Park and Brian Bachmann Park.

Practice and game schedules will be available on the CSLL website once they are ready.

Post Season Fall: CSLL may have an end-of-season tournament among the teams in this division, rules will be shared during the season by the CSLL board.

Post-Season Spring: CSLL Junior Minors are given the opportunity to participate in an end of season tournament (All-Stars): against other teams within District 33, which is expected to extend into the last week of June. To be eligible for the All-Star tournament, players must have participated/ attend spring season evaluations and must live or attend school within the CSLL boundaries, Also, the player must have played in the minimum number of games required for post season play. More information will be shared in May of each season.

## ***Senior Minor Division (League Age 9-10 years)***

Philosophy: Senior Minor Division is an important step in your child's understanding of baseball and further development of skills. In this division, players will begin playing traditional baseball with live pitching, base stealing, bunting, and all the related offensive and defensive strategies. The bases are set at 60 feet and the pitching distance is 46 feet. The goal for players at this level is to develop a strong awareness of the importance of performing as a team and developing pitchers, catchers, and outfielders in addition to adjusting to the speed of a more traditional baseball game. Senior Minor baseball is a valuable transition from Junior Minor in fostering individual growth as it relates to team success. The Senior Minor division commonly fields between 16-20 teams with an average of 10-12 players per team.

Age: Typically, this division is primarily composed of players with a league age of 9-10 years old. In certain instances, where an individual has advanced skill and awareness, has reached a league age of 8, AND has played at least two seasons in Junior Minors, he/she maybe provided the opportunity to be evaluated for playing in the Senior Minor Division. Players with a league age of 11 that are not drafted into the Major Division will play in this division as well.

Equipment: Players are encouraged to bring their own bats, gloves, and batting helmets provided that they meet Little League standards. At this level, it is recommended that players use a bat length of 28 to 30 inches with a weight of 18 to 22 oz (a "drop" of -8 to -13).

Evaluations: Player evaluations will be held prior to the start of each season. Players are expected to attend. The purpose of the evaluations is to promote a competitive balance between teams leading into player selection (drafts).

Practices & Games: CSLL expects to schedule 4 to 6 weeks of 2 practices, followed by 5 to 8 weeks of 2 games. Practices generally last 60 to 90 minutes; games last approximately 75 minutes (extended up to 15 more minutes for completion of innings or to resolve ties). Games and practices are expected on Monday, Tuesday, Thursday, Friday, and occasionally practice on Saturday.

All games and practices are held at Wayne Smith Park[ mnmn and Brian Bachmann Park.

Practice and game schedules will be available on the CSLL website once they are ready.

Post Season: CSLL may have an end-of-season tournament among the teams in this division, rules will be shared during the season by the CSLL board.

Post-Season Spring (All-Stars): CSLL Senior Minors are given the opportunity to participate in an end of season tournament against other teams within District 33, which is expected to extend into the last week of June. To be eligible for the All-Star tournament, players must have participated/ attend spring season evaluations and must live or attend school within the CSLL boundaries, Also, the player must have played in the minimum number of games required for post season play. More information will be shared in May of each season.

## ***Majors Division (League Age 11-12 years)***

Philosophy: Majors is the pinnacle division of youth Little League baseball. In this division, players will utilize their acquired skills and natural ability to perform on the highest-level stage of Little League Baseball. Players are expected to be advanced in defensive and pitching skills and equipped offensively to perform well at the plate and around the bases. The dimensions used include a 60-foot diamond and the pitching distance of 46 feet. The goal for players at this level is to hone fundamental skills and perform as a cohesive unit in executing strategies at the plate and in the field while comprehending the various aspects of traditional baseball. This division is closed bases; players are not allowed to lead off of the bases.

Age: Typically, this division is comprised of players with a league age of 11-12 years old. In certain instances, where an individual has advanced skill and awareness, has reached a league age of 9, AND has played at least one Spring season in Senior Minors, he/she may be provided the opportunity to be evaluated for playing in the Major Division.

Equipment: Players are encouraged to bring their own bats, gloves, and batting helmets and/or bats provided that they meet Little League standards. At this level, it is recommended that players use a bat length of 28 to 30 inches with a weight of 18 to 22 oz (a “drop” of -8 to -13).

Evaluations: Player evaluations will be held prior to the start of each season. Players are expected to attend. The purpose of the evaluations is to promote a competitive balance between teams leading into player selection (drafts).

Practices & Games: CSLL expects to schedule 4 to 6 weeks of 2 practices, followed by 5 to 8 weeks of 2 games. Practices generally last 60 to 90 minutes; games last approximately 100 minutes (extended up to 15 more minutes for completion of innings or to resolve ties). Games and practices are expected on Monday, Tuesday, Thursday, Friday, and occasionally practice on Saturday.

All games and practices are held at Wayne Smith Park, Bee Creek Park, and Brian Bachmann Park.

Practice and game schedules will be available on the CSLL website once they are ready.

Post Season: CSLL may have an end-of-season tournament among the teams in this division, rules will be shared during the season by the CSLL board.

Post-Season Spring (All-Stars): CSLL Majors are given the opportunity to sign up for selection to an All Star team that will participate in a tournament against other teams within District 33 and beyond. If your child decides to participate on one of the teams, the season will likely extend into July and potentially into September. To be eligible for the All- Star tournament, players must have participated/ attend spring season evaluations, must live or attend school within the CSLL boundaries, and have played in the minimum number of games required for post season play. More information will be given out in May.

## *Intermediate Division (League Age 13 year olds)*

Age: Typically, this division is comprised of players with a league age of 13 years old. However, 11-12 year old players are eligible to participate, if selected.

**NOTE:** Due to the age of the players in this division, and the potential calendar conflicts with school sports, this division operates on a different calendar than the Tee Ball through Majors divisions. Emails will be sent by the Division Coordinator to parents of players in this division to let them know about evaluations, team placement, practices and games. This will be the main form of communication.

Philosophy: In this division, players will utilize their acquired skills and natural ability to perform on the highest-level stage of Little League Baseball. Players are expected to be advanced in defensive and pitching skills and equipped offensively to perform well at the plate and around the bases. The dimensions used include an 70-foot diamond with a pitching distance of 50 feet. The goal for players at this level is to hone fundamental skills and perform as a cohesive unit in executing strategies at the plate and in the field while comprehending the various aspects of traditional baseball. This division is open bases; players are allowed to lead off of the bases.

Equipment: Players are permitted to bring their own batting helmets and/or bat provided that they meet Little League standards. [Bats](#) must be Little League approved. For more specific information, see [Player Equipment](#).

Practices and Games: The practice schedule for this division will consist of two practices per week. Once games begin, there will be two games per week typically on Monday, Tuesday, Thursday, or Friday. Most practices and home games will be held at Bee Creek Park or Brian Bachmann Athletic Complex. However, some games may be held against other leagues within our district. Some travel may be required.

Practice and game schedules will be available on the website.

Post Season (Spring Only!): CSLL Intermediate division players are given the opportunity to sign up for selection to an All Star team that will participate in a tournament against other teams within District 33 and beyond. If your child decides to participate on one of the teams, the season will likely extend into July and potentially August. To be eligible for the All- Star tournament, players must have participated/ attend spring season evaluations and must live or attend school within the CSLL boundaries, Also, have played in the minimum number of games required for post season play More information will be given out in May..

## *Junior Division (League Age 13-14 year olds)*

Age: Typically, this division is comprised of players with a league age of 13-14 years old. However, 12 year old players are eligible to participate, if selected.

**NOTE:** Due to the age of the players in this division, and the potential calendar conflicts with school sports, this division operates on a different calendar than the Tee Ball through Majors divisions. Emails will be sent by the Division Coordinator to parents of players in this division to let them know about evaluations, team placement, practices and games. This will be the main form of communication.

Philosophy: In this division, players will utilize their acquired skills and natural ability to perform on the highest-level stage of Little League Baseball. Players are expected to be advanced in defensive and pitching skills and equipped offensively to perform well at the plate and around the bases. The dimensions used are the same as a full-size baseball field and include a 90-foot diamond with a pitching distance of 60 feet, 6 inches. The goal for players at this level is to hone fundamental skills and perform as a cohesive unit in executing strategies at the plate and in the field while comprehending the various aspects of traditional baseball. This division is open bases; players are allowed to lead off of the bases.

Equipment: Players are permitted to bring their own batting helmets and/or bat provided that they meet Little League standards. [Bats](#) must be Little League approved. For more specific information, see [Player Equipment](#).

Practices and Games: The practice schedule for this division will consist of two practices per week. Once games begin, there will be two games per week typically on Monday, Tuesday, Thursday, or Friday. Most practices and home games will be held at Bee Creek Park or Brian Bachmann Athletic Complex. However, some games may be held against other leagues within our district. Some travel may be required.

Practice and game schedules will be available on the website.

Post Season (Spring Only!): CSLL Junior division players are given the opportunity to sign up for selection to an All Star team that will participate in a tournament against other teams within District 33 and beyond. If your child decides to participate on one of the teams, the season will likely extend into July and potentially August. To be eligible for the All- Star tournament, players

must have participated/ attend spring season evaluations and must live or attend school within the CSLL boundaries, Also, have played in the minimum number of games required for post season play. More information will be given out in May through TeamSideline communications.

## ***Senior Division (League Age 15-16 year olds)***

Age: Typically, this division is comprised of players with a league age of 15-16 years old. However, 14 year old players are eligible to participate, if selected.

**NOTE:** Due to the age of the players in this division, and the potential calendar conflicts with school sports, this division operates on a different calendar than the Tee Ball through Majors divisions. Emails will be sent by the Division Coordinator to parents of players in this division to let them know about evaluations, team placement, practices and games. This will be the main form of communication.

Philosophy: In this division, players will utilize their acquired skills and natural ability to perform on the highest-level stage of Little League Baseball. Players are expected to be advanced in defensive and pitching skills and equipped offensively to perform well at the plate and around the bases. The dimensions used are the same as a full-size baseball field and include a 90-foot diamond with a pitching distance of 60 feet, 6 inches. The goal for players at this level is to hone fundamental skills and perform as a cohesive unit in executing strategies at the plate and in the field while comprehending the various aspects of traditional baseball. This division is open bases; players are allowed to lead off of the bases.

Equipment: Players are permitted to bring their own batting helmets and/or bat provided that they meet Little League standards. [Bats](#) must be Little League approved. For more specific information, see [Player Equipment](#).

Practices and Games: The practice schedule for this division will consist of two practices per week. Once games begin, there will be two games per week typically on Monday, Tuesday, Thursday, or Friday. Most practices and home games will be held at Brian Bachmann Athletic Complex. However, some games may be held against other leagues within our district. Some travel may be required.

Practice and game schedules will be available on the website.

Post Season (Spring Only!): CSLL Senior division players are given the opportunity to sign up for selection to an All Star team that will participate in a tournament against other teams within District 33 and beyond. If your child decides to participate on one of the teams, the season will likely extend into July and potentially August. To be eligible for the All- Star tournament, players must live in the CSLL boundary and have played in a minimum number of games during the season. More information will be given out in May through TeamSideline communications.

## **Preseason**

The preseason consists of online player registration (which identifies division appropriation by player age), player evaluations, formation of teams (draft), and team practices. All players who wish to participate in CSLL must be registered on the CSLL website.

### ***Player Evaluations***

Players in every division except for Tee Ball are expected to attend Player Evaluations. The purpose of the evaluations is to promote a competitive balance between teams. Player Evaluations generally consist of stations for hitting (from a pitching machine), infielding at shortstop (hits from a coach), and catching at first base (thrown from a player at shortstop). Senior Minor and older divisions also consist of outfielding (hits from a coach) and pitching (no batter). Evaluations will be conducted on days and times approved by the Board of Directors for each season. The information from evaluations will be used by managers/coaches in the draft process to pick players. For players to be considered for All-Stars, they must attend player evaluations.

### ***Formation of Teams***

Teams in each division will be formed using a draft process as outlined below. This process is decided on by the Board of Directors each season according to local league rules and rules set forth by Little League.

Due to the size of our league, requests for specific teams, players or coaches are unable to be honored. Once teams are formed, coaches will contact and inform the team of practice schedules and other essential information. Team placements are considered final once the draft process is complete.

### **Secrecy**

Players shall never be told the position in which they were drafted. CSLL drafts are private and confidential in nature. Draft order shall not be communicated beyond the confines of the draft to anyone, including parents. Photographs of the draft whiteboard or any other method of recording draft picks are strictly prohibited by any team representative. For this reason, only one coach/team representative per team is allowed in the draft room.

### **Collusion**

CSLL strives to provide a “level playing ground” for teams being formed during the preseason. In an effort to protect against talent disparity in the league, teams shall be drafted according to the process described herein. If the CSLL President suspects there may be collusion or impropriety

among coaches that subvert these goals, he or she may take any measure(s) necessary to ensure the integrity of player selection.

## **Tee Ball Divisions**

Tee Ball teams will be drafted using a process determined by the President and Player Agent with approval from the CSLL Board of Directors.

**NOTE:** Head coaches choose assistant coaches after all teams have a head coach.

# **Junior Minor & Senior Minor AAA v. AA Subdivisions**

## *Vision*

Little League separates the Junior Minor and Senior Minor divisions into AAA and AA to enhance player experience, skill development, and competitiveness. The AAA subdivision consists of the more advanced players prioritizing performance, teamwork, competitiveness, and strategy. The AA subdivision prioritizes educational growth and skill refinement, preparing players for higher levels of play the following seasons.

## *Subdivision Creation*

Little League suggests the top 20-35% of players as good candidates for the AAA division. This ratio of players will provide enough opportunity and competition among the AAA subdivision while ensuring sufficient players in the AA division for quality baseball, teamwork, and development.

## *Number of Players and Teams*

In the Junior Minor division, with 10 defensive positions, the League aims to create an even number of teams to achieve 11-13 players per team. In the Senior Minor subdivision with 9 defensive positions, the League aims to create an even number of teams to achieve 10-12 players per team.

After the number of teams has been determined, the League will designate up to 37.5% of these teams to the AAA subdivision; the remainder of the teams are designated to the AA subdivision. For example, if player numbers dictate that Junior Minor or Senior Minor have a total of 16 teams combined, then 37.5% of 20 is 7.5 and the highest even number less than 7.5 is 6. Therefore,

there would be SIX AAA level teams in that division and FOURTEEN AA level teams. The following table shows several scenarios:

Total Teams	12	14	16	18	20	22	24
AAA Teams	4	4	6	6	6	8	8
AA Teams	8	10	10	12	14	14	16

### *Coach and Player Selection*

Team head coaches shall be selected by the league president and approved by majority vote of board members. Team players shall be selected by each head coach at the drafts of each subdivision.

### *Head Coach Selection*

At player registration, the League asks for volunteers to serve as Head Coaches and their preferred subdivision. Prior to the drafts, the president will review all requests and determine AAA and AA head coaches. The president may consider each potential coach's resume, history, experience, and performance. The board will approve each coach by a majority vote of the board.

### **AAA Head Coach Selection**

Prior to the draft, the president selects AAA coaches from the group of possible coaches. He will decide on 4 head coaches and then 2 first alternate coaches, and 2 second alternate head coaches, then the board approves each individual based on a majority vote. The board expects there to be several potential head coaches (with children who are well-suited for AAA) that are not selected to be AAA head coaches. When the board notifies these coaches they were not selected as AAA head coaches, the board may ask if that coach would prefer to exclude his child from AAA consideration and serve as AA head coach of that team. These coaches may be given priority as AA head coaches. Further, the board expects there to be head coaches, not selected for the AAA subdivision, who want to wait until the end of the AAA draft to learn whether their child was selected for the AAA subdivision before deciding whether to serve as head coach for the AA subdivision. These coaches may not have the opportunity to serve as head coach if there are already enough head coaches who selected the AA subdivision.

### **AAA Assistant Coach Selection**

Assistant coaches in the AAA subdivision shall be selected by each Head Coach after the draft has been completed. There are no protected assistant coaches entering the AAA draft.

## *AAA Draft Pool*

Within each division, the AAA draft shall occur first and be completed prior to the AA draft. The player agent shall provide to each AAA head coach the list of players in the AAA pool and their evaluation scores. Every player eligible for that division shall be eligible to be drafted in the AAA draft, with the exception of any player that a parent or guardian has withdrawn from consideration from AAA. It is the responsibility of the parent or guardian to notify the player agent that his or her child shall be withheld from the AAA draft.

In the Senior Minor AAA subdivision, the board shall include any league age 11 year old that is not drafted to a majors team (provided they satisfy all other requirements as determined by the Board). AAA head coaches may choose to draft these players or not—if a player is not drafted in the AAA draft, he or she will enter the AA draft.

The board expects each division will contain players who are siblings. The board assumes that each parent wants all siblings on the same team (to be known as paired-siblings), but may offer the parent of siblings the option to notify the board that the siblings may be placed on separate teams (unpaired). All siblings are paired, unless a parent or guardian excludes any of the siblings from the AAA draft.

## *AAA Draft*

The order of the draft shall be determined by head coaches drawing numbers from a hat. The draft shall consist of as many rounds as there will be players on each team. It will be a snake order draft: odd-numbered rounds from lowest number to highest number and even numbered rounds highest number to lowest number.

The AAA draft pool may consist of players that the board considers are better suited for the AA subdivision. It is the expressed intent of the League that more advanced players are selected in the AAA draft. Representatives of the board shall be conducting and monitoring the draft to encourage such selections from every head coach. If a head coach intends to select a player that the board believes may not be well-suited for AAA, the board reserves the right to cancel that selection and/or to ask for justification for such a pick. The board expects the justification to be in the spirit of selecting advanced players and ensuring high quality performance within the AAA subdivision. If a selection is negated by the board, that head coach does not lose the pick of that round and shall select another player. The board also reserves the right to take further measures to ensure quality selections throughout the AAA draft, including drafting in place of a head coach, changing head coaches, changing team count, or any other remedy.

Each coach shall have 1st and 2nd round draft selections (that is, selections in the first two rounds are not automatically assigned, unless a paired-sibling is chosen in the first round).

The head coach's child shall be selected in the 3rd round if the oldest child is in the older age group in that division and/or in the 4th round, if the oldest child is not the oldest age in the division. If a head coach has multiple children in the AAA draft pool, then each of his or her additional children will be automatically selected in each subsequent round.

If a head coach selects a child with a paired-sibling (or siblings) in the AAA draft pool, each paired-sibling shall be that head coach's selection in each subsequent round. (An unpaired sibling does not create an automatic pick in any future round, but may be selected with any later selection.)

## *AA Head Coach Selection*

AA head coaches shall be selected from among the list of potential head coaches above. The board may consider the following priority for positions of AA Head Coach:

- Head coaches who volunteered for AA (instead of AAA)

- Head coaches who were not selected for AAA and opted to exclude their child/children from the AAA draft pool

- Head coaches who were not selected for AAA, opted to include their child/children in the AAA draft pool, but whose children were not selected in the AAA draft

Leading up to the AA drafts, the board anticipates there to be more AA head coach positions than potential head coaches who have opted for AA. The board may reach out to assistant coaches and encourage those coaches to step up to head coach. The board recognizes the complication that arises when an assistant coach does not know whether his child will be selected at the AA draft. The board may approve alternate head coaches among assistant coaches whose children may be selected in the AAA draft, notifying these volunteers there might not be an open head coach position after the AA draft: higher priority is likely given to potential head coaches who remove their child from the AAA draft pool prior to the draft.

## *AA Assistant Coach Selection*

Each AA Head coach shall receive one 'protected' selection for assistant coach. (This is to incentivize parents to volunteer as head coach.) Head coaches who want a protected selection will notify the board representative prior to the start of the draft. That protected selection shall occur in the second round. This protected assistant coach must approve of this selection before the draft.

## *AA Draft Pool*

Each AA draft pool consists of all division players not selected in the AAA draft. Eligible players (ones who can be selected before the automatic assignment) include players who attended evaluations (or received approval from the board to be drafted). The player agent shall provide to each AA head coach the list of players in the draft pool and their evaluation scores (if evaluations were attended).

## **AA Draft**

Each AA Draft shall occur after the conclusion of the AAA draft. If the drafts have to occur the same day, the board expects all AA head coaches and alternate AA head coaches to standby while the AAA draft occurs so that the AA draft can begin immediately after the completion of the AAA draft. The league president, with input from division coordinator, shall review the list of AA head coaches and AA alternate head coaches, including potential head coaches whose children were not selected in the AAA draft. The president will determine the list of AA head coaches, then the board will approve each coach individually by majority vote and notify all coaches (and potential coaches).

If there are not enough head coaches present at the draft for the number of AA teams, then a board member or volunteer will stand in and “ghost draft” for any team(s) missing a head coach.

The order of the draft shall be determined by head coaches (and stand-ins) drawing numbers from a hat. The draft shall consist of up to as many rounds as needed such that every team selects the same number of eligible players. It will be a snake order draft: odd-numbered rounds from lowest number to highest number and even numbered rounds highest number to lowest number. The board hopes that all paired-siblings will be chosen before the end of the rounds and may intervene in the later rounds of the draft to ensure siblings are not separated.

The head coach’s child shall be selected in the 3rd round if the oldest child is in the older age group in that division and/or in the 4th round, if the oldest child is not the oldest age in the division. If a head coach has multiple children in the draft pool, then each of his or her additional children will be automatically selected in each subsequent round.

If a head coach selects a child with a paired-sibling (or siblings) in the draft pool, each paired-sibling shall be that head coach’s selection in each subsequent round. (An unpaired sibling does not create an automatic pick in any future round, but may be selected with any later selection.)

The draft will continue until the greatest number of eligible players have been drafted to teams such that all teams have the same number of players. Then, the remaining players shall be assigned to teams by the board. The board will assign selections in order of (1) players in the oldest age group alphabetically by last name followed by (2) players not in the older age group alphabetically by last name.

## **Mitigation for Unfilled Head Coach Positions**

In the event a team does not have a head coach (at the draft or at any time during the season) the board president and division coordinator will work to determine a new head coach, first from among the parents or guardians of players on the team. If a suitable head coach can not be

found, the board reserves the right to move any number of drafted players to accommodate a head coaching position. If a head coach cannot be found, the board may dissolve that (those) team(s) and divide the player of each dissolved team among the remaining teams. The board will make reasonable efforts to divide the players equally among the remaining teams, considering numbers of players and the draft order of selected players.

## **All Star or Special Games Eligibility**

Every player who attends evaluations and completes the All Star Eligibility forms will be eligible for any All Stars or Special Games teams in his or her division. To clarify, any AA player can be selected to the “A Tournament” all star team and conversely any AAA player can be selected to the “B Tournament” all star teams.

### *Season Play*

AAA teams will only play other AAA teams and AA teams will only play AA teams.

### *End of Season Tournament*

All AAA teams will participate in the single elimination End of Season AAA Tournament. If the number of teams is not an integer power of 2, first-round byes will be given to the top-ranked number of teams needed for the second round to be a power of 2 (for example, if the AAA subdivision has 6 teams, there will be 2 (six minus four) first round byes).

The number of teams in the AA End of Season Tournament will be the same number of teams as the AAA Tournament in the same division.

## **Majors Division**

Teams are formed via a draft which takes place after Player Evaluations. Each team is allowed 1 Head Coach/Manager and 2 Assistant Coaches on a Team. The Head Coach/Manager child is automatically selected and then the remaining players are drafted in snake format. and their children on a team, then the remaining players are drafted in snake format. Due to the size of our league, requests for specific teams, players or coaches are unable to be honored. Once teams are formed, coaches will contact and inform the team of practice schedules and other essential information. Team placements are considered final once the draft process is complete.

- There are no protected players or coaches.
- The head coach’s child shall be selected in the 3rd round if the oldest child is in the older age group in that division and/or in the 4th round, if the oldest child is not the oldest age in

the division. If a head coach has multiple children in the draft pool, then each of his or her additional children will be automatically selected in each subsequent round.

- If a head coach selects a child with a sibling (or siblings) in the draft pool, each sibling shall be that head coach's selection in each subsequent round.
- Players MUST attend Evaluations. If a child is NOT at Evaluations, he/she will be randomly assigned to a team without being drafted. After the final draft-eligible player is picked, the snake draft order will continue and players will be assigned in alphabetical order by age until all players are assigned to a team or the teams are full.
- All league age 12-year old players must play in the Major division unless a waiver is filed with Little League in accordance with the Little League rulebook. Therefore there is a finite number of 10-11 year olds that can be drafted in the Major division. Once that number is reached, the remaining 10-11 year olds will be placed in the Senior Minor A draft pool.
- Only league age 10 and 11-year old players that attend Evaluations and achieve a minimum proficiency rating (to be determined by league officials) will be placed in the Major division draft pool.
- This division is limited to 10 teams of 10-12 players. Players who are signed up in this division but are not drafted will play in the Senior Minor division.
- Snake draft order is determined by drawing numbers from a hat.
- Each Head Coach/Manager will pick their team name in reverse order from the draft order.

## **Intermediate Division**

Teams are formed via a draft which takes place after Player Evaluations. Each team is allowed 1 Head Coach/Manager and 2 Assistant Coaches and their children on a team, then the remaining players are drafted in snake format. Due to the size of our league, requests for specific teams, players or coaches are unable to be honored. Once teams are formed, coaches will contact and inform the team of practice schedules and other essential information. Team placements are considered final once the draft process is complete.

- There are no protected players or coaches.
- Snake draft order is determined by drawing numbers from a hat.
- Each Head Coach/Manager will pick their team name in reverse order from the draft order.

## Junior Division

Teams are formed via a draft which takes place after Player Evaluations. Each team is allowed 1 Head Coach/Manager and 2 Assistant Coaches on a team. The Head Coach/Manager child is automatically selected and then the remaining players are drafted in snake format. Due to the size of our league, requests for specific teams, players or coaches are unable to be honored. Once teams are formed, coaches will contact and inform the team of practice schedules and other essential information. Team placements are considered final once the draft process is complete.

- There are no protected players or coaches.
- Snake draft order is determined by drawing numbers from a hat.
- Each Head Coach/Manager will pick their team name in reverse order from the draft order.

## Senior Division

Teams are formed via a draft which takes place after Player Evaluations. Each team is allowed 1 Head Coach/Manager and 2 Assistant Coaches on a team. The Head Coach/Manager child is automatically selected and then the remaining players are drafted in snake format. Due to the size of our league, requests for specific teams, players or coaches are unable to be honored. Once teams are formed, coaches will contact and inform the team of practice schedules and other essential information. Team placements are considered final once the draft process is complete.

- There are no protected players or coaches.
- Snake draft order is determined by drawing numbers from a hat.
- Each Head Coach/Manager will pick their team name in reverse order from the draft order.

## Player Trades

Upon immediate completion of the draft, a short period shall be allotted for the trading of players between teams. Any player on any team may be traded for any other player on any other team when the Managers of each team involved in the trade and the Division Coordinator agree to the trade, subject to approval by the CSLL President or Player Agent. Once the draft administrator has left the building, there will be no more trades and teams are final.

## *Refund Policy*

If a registered player chooses to withdraw before being assigned to a team, \$25 of the registration fee is not refundable.

Once players are assigned to a team, CSLL will no longer issue refunds as our league begins to incur expenses for field use, uniforms, equipment, insurance and other administrative and operations costs. This policy can be amended by the CSLL Board of Directors in special circumstances where it is deemed necessary. Please email [president@collegestationlittleleague.com](mailto:president@collegestationlittleleague.com) for more information.

## Players

- CSLL Divisions are assigned by ‘League Age’. The league age is defined as a player’s age on the August 31 that occurs AFTER each season.
- Players must meet the eligibility requirements under Little League’s definition of residence or school attendance described in the official Little League Rule Book.
  - Players who recently moved out of CSLL boundaries but have played the most recent Spring season with us may request a Regulation II(d) waiver to continue playing with CSLL.
  - Once the waiver has been approved, it should be uploaded into their CSLL account.
- Starting with the 2025 season, children at the youngest level of the program (League Age 4-7) will have the ability to register for any program they choose, without respect to any geography- or school-related eligibility requirements. Those players who register under this option will also be fully eligible to participate in all aspects of league play, including International Tournament play, for the duration of their Little League careers provided they have continuous and unbroken participation within the specific league where initially registered and provided all other participation eligibility requirements have been met.
- No limit is placed on the number of players on a team of a certain age.
- If a team loses a player for the season on the roster through illness, injury, changes of address, or other justifiable reasons (subject to Board approval), the CSLL player agent will attempt to find a replacement player in a manner that complies with LL Regulation III(d). There is a time limit of one week to fill a vacant position on the roster. No replacements are allowed during the last 2 weeks of the regular season.
- All players shall meet the mandatory play requirements.
  - Individual divisions may have additional requirements associated with mandatory play.
  - Penalties for violations of the mandatory play requirement shall be as defined in Regulation IV(i).

# Player Equipment

CSLL provides players with a cap and game jersey. Parents will be responsible for player pants, socks, and belts. The manager/head coach of the team will inform parents of the team jersey color and will recommend what color socks, belt, and pants to purchase. The league provides catcher's equipment for each practice and game. CSLL has batting helmets for teams to share, though players are permitted to bring their own.

Players will bring their own baseball glove. We recommend a glove that is the softest and largest the player can handle. Well broken-in, leather gloves work best and will enable the child to catch and hold onto the ball better than a smaller, stiff, plastic version. Additionally,

- Players shall wear the designated cap and jersey during a game. Players are also required to wear baseball pants during games. A player shall not participate in a game if they are not wearing the proper uniform.
- Jerseys shall be tucked in during the game.
- The bill of the baseball cap shall be worn to the front during the game.
- Rubber baseball cleats are recommended. Shoes with metal spikes or cleats are not permitted (Exception: Intermediate, Junior and Senior division players may wear metal spikes).
- All male players (above an appropriate age) must wear a protective cup at all practices and games.
- [2025 Major Rule Update] Players shall not wear watches, rings, pins, jewelry, or other items that may pose a potential to harm any player. Jewelry that alerts medical personnel to a specific condition is permissible (LL Rule 1.11(j)).
- Batters and runners shall wear a protective helmet approved by NOCSAE (see LL Rule 1.16).
- The first baseman may use a first-baseman's mitt or a regular fielder's glove.
- Baseballs for game play shall be provided by the CSLL Official on duty.
- The traditional batting doughnut is NOT permitted.

## *Bats*

All bats must meet Little League specifications. Specific [bat requirements](#) can be found on the Little League website. When an illegal bat is discovered, it must be removed immediately and may not be used or remain in the dugout. Any bat that has been altered shall be removed from play. The use of pine tar or any other similar substance is prohibited at all levels of Little League Baseball. Use of these substances shall result in the bat being declared illegal and removed from

play. [2025 Major Rule Update]: products, such as, but not limited to, choke-knobs, choke-up assists, or thumb protectors are considered alterations to the bat and are not permitted

## *Pitchers*

Any part of the pitcher's undershirt or T-shirt exposed to view shall be of a solid color. The pitcher's undershirt sleeves, if exposed, shall not be white or gray. [2025 Major Rule Update] Neoprene sleeves, if worn by a pitcher, must be (a) covered by an undershirt and/or (b) a solid color neither white nor grey . A pitcher may not wear any items on his/her hands, wrists, or arms which may be distracting to the batter. The pitcher's glove, exclusive of piping, shall not be white or light gray in color, or, in the opinion of the umpire, distracting to the batter. A pitcher may wear a batting glove on his/her non-throwing hand that is not white, gray, or optic yellow (LL Rule 1.11a(3)).

## *Catchers*

- Catchers must wear the following equipment during a game and when warming up a pitcher:
  - long-type chest protector,
  - throat guard,
  - shin guards protective mask with helmet, and
  - catcher's mitt.
- Catchers are required to use a catcher's mitt during games and when warming up a pitcher. If a catcher is left-handed, the manager is responsible for contacting the CSLL Official responsible for equipment to arrange for a left-handed catcher's mitt.
- A player shall not be permitted to play the catcher position without the proper equipment.

## **Umpires**

The Umpire in Chief shall be responsible for making all decisions regarding the play of the game from the start of the game until its conclusion. Any umpire may, at his or her discretion, request clarification of any local rule from the Board Member on duty. However, any decision regarding the events which transpire on the field of play are the sole responsibility of the umpire.

Only the team manager/head coach may confer with an umpire and only after permission is granted by the umpire.

**NOTE:** The adult representative of the team that appears at the plate meeting shall be understood by the umpire to be the manager/head coach for that game.

Any umpire decision which involves judgement such as fair or foul, safe or out, ball or strike, is final. No player, manager, or coach shall object to such decisions. If there is a reasonable doubt that the umpire's decision may be in conflict with the rules, the manager/head coach may appeal the decision and ask that a correct ruling be made. Such an appeal shall only be made to the umpire who made the protested decision. If a decision is appealed by the manager/head coach, the umpire who made the call may ask another umpire before making a decision or deny the request outright.

If a manager/head coach takes exception to a ruling provided by the umpire due to a decision which is in conflict with the rules, including any local rules, the manager/head coach may elect to continue the game under protest in accordance with LL Rule 4.19. The CSLL Official on duty shall be responsible for notating any protests filed during or after a game.

## *Training*

The Umpire Coordinator will schedule a meeting with umpires before each season to review Little League rules and changes as well as CSLL Ground Rules and any adjustments made by the CSLL Board. Additionally, umpires are required to complete a background check, online Basic First Aid training, and online Abuse Awareness training. Little League requires this in order to comply with the mandates set forth by the "Protecting Young Victims from Sexual Abuse and Safe Sport Act of 2017." Like all volunteers, umpires are also considered mandated reporters under the Safe Sport Act. For more information, please refer to the [Minor Athlete Safety Policies](#) section of this document.

## *Equipment*

CSLL provides equipment, but umpires are welcome to wear their own if preferred. Umpires should communicate equipment needs or concerns to the Umpire Coordinator.

## **Manager/Head Coach Equipment**

CSLL provides equipment to coaches for practices and games. For the Tee Ball divisions, each Head Coach/Manager will pick up a bag for their team. The bag will include equipment for use in practice as suggested in the LL Tee Ball Training Manual: catcher's gear, bases, batting helmets, Tee Ball baseballs, and a tee. The Tee Ball Coordinator will let the coaches know when they can pick up equipment bags before the season begins and will arrange for the bags to be collected at the end of the season.

For the other divisions, two equipment bags for each field will be provided in the facility's equipment room. The Head Coach/Manager who plays on the field first will be responsible for bringing the bags to the field. The Head Coach/Manager who plays on the field last will be responsible for gathering all the equipment back in the bags and returning them to the facility's

equipment room. Each team is responsible for returning the equipment used to the bags when they are finished.

## *Pitching Machines – General*

Team Managers/Head Coaches in the Junior Minor division are responsible for the setup and removal of pitching machines from the field of play. It is the responsibility of both teams to set up and remove machines during scheduled practices and games. The Home Team Manager/Head Coach should set up the machine, and the Visiting Team Manager/Head Coach should take the machine down.

- DO use the 2-wheeled dolly to transport the machine to and from the field.
- DO observe the pitching speed for your respective division during games and practices.
- DO NOT transport the machine without the dolly (please!). Machine damage has occurred when the transport dolly is not used to move the machines.
- DO NOT use synthetic leather baseballs in ANY machine at ANY time. Synthetic-covered baseballs (non-genuine leather) ruin the surface of our pitching machine wheels resulting in inconsistent pitch delivery to batters.

## **Field Decorum**

The actions, on or off the field, of players, managers, coaches, umpires, and league officials must be above reproach. Any player, manager, coach, umpire, or league representative who is involved in a verbal or physical altercation, or an incident of unsportsmanlike conduct, at the game site or any other Little League activity including through online or social media, is subject to disciplinary action by the local league Board of Directors. (LL Regulation XIV(a)).

## *Unbecoming Conduct*

Unsportsmanlike or other unbecoming conduct brought before the CSLL Board of Directors shall be reviewed by the CSLL Complaint Resolution Committee, as laid out in the CSLL Constitution. Conduct determined to be detrimental to the league may include punishment up to and including removal as a manager or coach for the duration of the current season and prohibition from managing or coaching for future seasons.

## *Board Members*

Any CSLL Board Member participating in an official game as a Manager or Coach shall not wear clothing which identifies him or her as a Board Member (i.e., CSLL-issued shirts which state "Board Member").

## *Managers & Coaches*

- All on-field personnel shall possess and display in plain view a CSLL-issued team jersey indicating they are a Manager or Assistant Coach for the current season for the entirety of the game (umpires are excluded).
- Little League requires that all Managers, Coaches, or other volunteers complete an application each season, complete a background check annually (at a minimum), take an abuse awareness course, and be approved by the CSLL Board.
- Managers and Coaches are expected to and will:
  - Exemplify standards of good sportsmanship on and off the field;
  - Exemplify neatness and propriety in their conduct and dress. Clothing displaying profanity or themes which are inappropriate in nature for a Little League event is also prohibited. All on-field managers or coaches may not wear attire that promotes other, non-CSLL, youth baseball organizations.;
  - Ensure that managers, coaches, and players follow Little League rules;
  - Observe that each team player is in uniform for games; and
  - Observe that each dugout is promptly cleaned of trash and equipment after each game.
- There will be an automatic, mandatory suspension for any manager/coach ejected from a game by an umpire. This suspension will be through the next playable game, including practices. The Manager/Coach may appeal to the CSLL Protest Committee within 72 hours.
- Conversations with umpires should occur behind home plate, not from the dugout. Ask for time and then approach the umpire with your question or dispute. Do not yell at the umpires from the dugout.

## *Volunteer Expectations*

Little League and CSLL define a league volunteer as “all managers, coaches, Board of Directors members and any other persons or hired workers, who provide regular service to the league and/or have repetitive access to, or contact with, players or teams.”

- All volunteers working with CSLL are expected to refrain from posting anything disparaging to the league, players or other volunteers on social media.
- All on-field personnel (including in the dugout) shall wear a team coach shirt, indicating that he or she has completed all necessary requirements to be a coach. (Umpires are excluded).
- All volunteers must complete a volunteer application through Sports Connect each season. When completing registration, volunteers should upload a copy of their Driver’s License.
- All volunteers are required to submit to a background check by CSLL annually. These background checks are performed by JDP, a company contracted with the Little League organization. Information gathered for background checks and results is considered confidential, protected from public disclosure, and not used for any purpose beyond determining volunteer eligibility. (LL Regulation I(c)9)
- All volunteers will be required to complete an abuse awareness course available on Little League and send a copy of the course completion certificate to the Player Agent via email attachment or upload it to Sports Connect.
- Volunteers could be required to complete additional training as decided by the CSLL Board of Directors prior to each season.

## **Ground Rules for the Tee Ball Division**

The Little League rules shall define the rules of play for a game. Additionally, the following local ground rules will apply for this division.

- No food is allowed in the dugout or on the field of play during a ballgame.
- Only uniformed players, managers, and coaches are permitted in the dugouts and by the player benches during a game. Batboys and/or batgirls are not permitted.
- Cell phone use is not permitted on the playing field or in the dugout during a game.
- Rain-outs may be called by the CSLL Official on duty before game times start. If necessary, coaches (and umpire) at the field may also agree when conditions warrant a rain-out cancellation. Follow the lightning and hazardous weather policy below.

- Managers/Head Coaches are responsible to coordinate cleaning trash from the areas around the playing field prior to, during and especially after games.
- Bases are set at 40 ft distance

## *Pre-Game*

- A game will start promptly at the designated time and end after a 50-minute time limit. No inning shall start after the time limit expires. Any inning started before the time limit expires will be completed.
- The home team shall provide game balls and tee. If coaches agree, each coach may provide his/her own tee and balls. Balls shall be appropriate for tee-ball (e.g. softstrike) (see the CSLL equipment manager if the equipment bag is missing equipment.)
- The (desired) minimum number of players in Tee Ball are shown below. There are no automatic forfeits at any subdivision, the decision to begin and continue play is up to each team's manager.
  - 5 players in Beginner
  - 5 players in Coach Soft Toss
  - 6 players in Competitive

## *Gameplay in All Subdivisions*

- There will be NO on deck batters permitted on the playing fields (LL Rule 1.08). No player shall swing a bat outside of the batter's box. All players not on the field shall wait behind the backstop or other protective screen.
- The infield positions consist of pitcher, catcher, first base, second base, shortstop, and third base.
  - In Beginner: the catcher is not required to wear any catcher's gear.
  - In Coach Soft Toss: the catcher is not required to wear any catcher's gear.
  - In Competitive: the catcher shall wear the provided catcher's gear. (Please contact the equipment manager if any equipment is inadequate or an incorrect size.)
- All other eligible players may play in the outfield. Outfielders shall be positioned no less than 15 feet beyond the basepaths from first to second and second to third.
- Free substitutions of team players may occur throughout the game.
- Every player must play one of the first two innings at an infield position.
- All players must change to a new defensive position each inning. (Players may return to a position played two or more innings prior.)

- The penalty for not enforcing mandatory play (including moving players to different positions) will be assessed according to the LL Rulebook Regulation IV(i). (First offense: written warning. Second offense, the manager is suspended for the next scheduled game. Third offense: the manager is suspended for the season.)
- All teams shall bat a continuous batting order. The initial batting order consists of all players present at the start of the offensive half-inning.
  - If a team begins the game with an incomplete roster, no outs are called for the missing position(s) ('ghost' outs). That is, the absent position(s) is (are) skipped without penalty.
  - If a player arrives after the first at-bat of his or her team, he or she shall be added to the end of the batting order (without penalty). If he or she has not yet been skipped, he or she may be added to his or her original place in the batting order.
  - If a player becomes ill, injured, or absent after the game begins, that player's place in the order shall be skipped (without penalty). If that player returns, he shall take his original place in the order (or at the end of the half-inning in beginner tee ball)
- Batters shall take care to safely drop their bat before running to first base. Coaches shall explain to batters the danger of thrown bats. Do NOT throw the bat in an unsafe manner. The penalty for thrown bats: 1st offense - player is issued a warning. 2nd offense - player cannot participate in the remainder of the game (this is not considered an ejection, however). The player must leave the playing field.
- The infield fly rule shall not be called. (An Infield Fly situation is played as any other play: the batter is not automatically called out to protect base runners from force outs.)
- A batted ball must travel at least 10 feet beyond home plate to be considered fair. The umpire shall make this call (if no umpire is present, the batting or pitching coach shall make the call).
- Courtesy runners are not permitted.
- Batters shall take full swings at each pitch or ball-on-tee; bunts are not permitted.
- Runners shall remain on the base until the batter's bat contacts the ball. There are no lead-offs and no stealing bases.
- Head-first slides are unsafe and runners who make a head-first slide shall be called out (in any direction, advancing or retreating)

### *Gameplay and Scorekeeping in Beginner Tee Ball*

- Score is not kept.
- Outs are not counted.

- Balls and strikes are not counted, there are no walks. Each batter continues at-bat until he or she hits the ball into fair play.
- Batting continues through each player in the batting order. After the last batter, the half-inning is over. (Encourage all the runners to continue around all the bases to home plate.)
- Each offensive coach shall decide for his team if he will retire batters and runners who would be called out (or if players will continue as runners).
- After a batted ball is put into fair play, play may continue until any fielder has control of the ball in the infield area and is no longer attempting to make an out. Coaches may agree that, on all plays, each runner advances a fixed number of bases (e.g. always one base, or two bases if in outfield)..
- Coaches are encouraged to end the play (and stop runners) on an overthrow. If play continues on any overthrow, a runner may only advance one base beyond the base he or she is running when the ball was first thrown. Play stops after runners reach the next base (there are no more overthrows and no more advancing).
- On offense, up to three coaches can be in the field: the batting coach who manages the tee, a first base coach, and a third base coach.
- On defense, up to three coaches can be in the field (stationed between the infield and outfield). If the coaches have agreed to enforce outs and retire runners, the defensive coaches shall call outs and call time to end the play.

### *Gameplay and Scorekeeping in Coach Soft Toss Tee Ball*

- Score is not kept, except runs are counted within each half-inning as necessary to end the half-inning when five runs are scored. Wins and losses are not recorded.
- Outs are counted. Three outs will end the half-inning
- An at-bat consists of up to two halves. Strikes and balls are not counted, there are no walks.
  - The pitching coach, from a kneeling or standing position, shall throw overhand pitches to the batter from a mark 15-20 feet from home plate. The pitching coach throws up to three 'hittable' pitches and has the sole discretion whether a pitch is hittable. Additional hittable pitches are thrown if the third (or later) pitch was hit into foul territory (or not beyond ten feet).
  - If the batter fails to hit any of the thrown pitches into fair play, the batter is given the opportunity to hit from the tee. The batter has two swings (and only two swings) to hit the ball into fair territory from the tee. No additional swings are allowed if the batter hits the tee, misses the ball, or hits a ball into foul territory. If the batter does

not hit the ball into fair territory (beyond ten feet) after two swings, the batter is called out.

- Batting continues until the offensive team has scored five runs or has received three outs.
- If a batted ball is caught, a runner is tagged out, or a runner is out by force; runner shall leave the playing field.
- After a batted ball is put into fair play, play may continue until an infielder has control of the ball in the infield area and is no longer attempting to make an out. Coaches may agree on how runners advance the bases: for example, on infield hits runners advance one base and on outfield hits runners advance up to two bases.
- Coaches are encouraged to end the play (and stop runners) on an overthrow. If play continues on any overthrow, a runner may only advance one base beyond the base he or she is running when the ball was first thrown. Play stops after runners reach the next base (there are no more overthrows and no more advancing).
- On defense, coaches are to encourage and support players making “baseball plays” (such as overhand throws to position players) and to discourage players from running out of position to make outs. The following positional rules are expectations that (typically) support good baseball plays. Coaches are expected to use their judgment when situations arise that are good baseball plays beyond these basics.
  - The pitcher shall play near the area of the pitcher’s mound. The pitcher may field the ball hit near him or her. The pitcher may (1) tag the batter-runner on the way to first base, (2) tag first base to cause a force out for the batter-runner, (3) tag a runner on his or her way from third base to home, or (4) tag home plate to cause a force out of a runner on his or her way to home.
  - The catcher shall play a safe distance behind the plate and batter. Since the batted ball must travel ten feet, the catcher shall not advance into the infield to field a batted ball. The catcher may receive a thrown ball and only (1) tag a runner on his or her way from third base to home or (2) tag home plate to cause a force out of a runner on his or her way to home.
  - The first baseman may only tag (1) the batter-runner on the way to first or (2) a force out at first base.
  - The second baseman may only tag (1) the runner on the way to second or (2) a force out at second base.
  - The third baseman may only tag (1) a runner on the way to third, (2) a runner on the way from third to home, or (3) a force out at third base.
  - The shortstop may only tag (1) the runner on the way from second to third or (2) a force out at second base.
  - All outfielders shall play beyond all infielders. Outfielders may not tag any runners and may not tag any bases.

- On offense, up to three coaches can be in the field: the pitching coach or batting coach, a first base coach, and a third base coach. (If enough coaches are available, gameplay is faster when a batting coach is prepared with the tee while the pitching coach steps off the field.)
- On defense, up to three coaches can be in the field (stationed between the infield and outfield). The defensive coaches shall call outs and call time to end the play.
- Either team can provide a coach to assist the catcher in returning pitched balls to the pitching coach between plays.

### *Gameplay and Scorekeeping in Competitive Tee Ball*

- Umpires are assigned for each game. Prior to the umpire's arrival, or if an umpire is unavailable, the home team coach shall be umpire-in-chief.
- Coaches shall have written batting orders made available to the opposing coach and to the umpire prior to the start of the game.
- Score is kept; wins and losses are recorded. At the conclusion of each game, coaches shall agree on the final score as each coach will provide the score of both teams to CSLL.
- A regulation game consists of up to six innings. If time allows, the game can be extended another inning(s) when tied at the end of an inning. If a game is tied at the end of an inning after time has expired, it shall be recorded as a tie.
- If the visiting team is ahead by 10 or more runs after 4 innings or the home team is ahead by 10 or more runs after 3½ innings, the opposing team shall concede the game.
- Outs are counted. Three outs will end the half-inning
- An at-bat consists of up to two halves. Strikes and balls are not counted, there are no walks.
  - The pitching coach, from a kneeling or standing position, shall throw overhand pitches to the batter from a mark 15-20 feet from home plate. The pitching coach throws up to three 'hittable' pitches and has the sole discretion whether a pitch is hittable. Additional hittable pitches are thrown if the third (or later) pitch was hit into foul territory (or not beyond ten feet).
  - If the batter fails to hit any of the thrown pitches into fair play, the batter is given the opportunity to hit from the tee. The batter has two swings (and only two swings) to hit the ball into fair territory from the tee. No additional swings are allowed if the batter hits the tee, misses the ball, or hits a ball into foul territory. If the batter does not hit the ball into fair territory (beyond ten feet) after two swings, the batter is called out.
- Batting continues until the offensive team has scored five runs or has received three outs.

- If a batted ball is caught, a runner is tagged out, or a runner is out by force; runner shall leave the playing field.
- After a batted ball is put into fair play, play may continue until an infielder has control of the ball in the infield area and is no longer attempting to make an out, at which time the umpire shall (at his discretion) call time. Runners in motion who are beyond halfway to the next (unoccupied) base shall be allowed to continue to the next base, runners in motion who are not beyond halfway (or if the next base is occupied) shall return to the previous base.
- In the event of an overthrow (to any position player, not specifically one that leaves the infield), a runner may only advance one base beyond the base he or she is running when the ball was first thrown. An advancing runner is at risk of being put out. Play stops after runners reach the next base (there are no more overthrows and no more advancing).
- On defense, coaches are to encourage and support players making “baseball plays” (such as overhand throws to position players) and to discourage players from running out of position to make outs. The following positional rules are expectations that (typically) support good baseball plays. Coaches are expected to use their judgment when situations arise that are good baseball plays beyond these basics.
  - The pitcher shall play near the area of the pitcher’s mound. The pitcher may field the ball hit near him or her. The pitcher may (1) tag the batter-runner on the way to first base, (2) tag first base to cause a force out for the batter-runner, (3) tag a runner on his or her way from third base to home, or (4) tag home plate to cause a force out of a runner on his or her way to home.
  - The catcher shall play a safe distance behind the plate and batter. Since the batted ball must travel ten feet, the catcher shall not advance into the infield to field a batted ball. The catcher may receive a thrown ball and only (1) tag a runner on his or her way from third base to home or (2) tag home plate to cause a force out of a runner on his or her way to home.
  - The first baseman may only tag (1) the batter-runner on the way to first or (2) a force out at first base.
  - The second baseman may only tag (1) the runner on the way to second or (2) a force out at second base.
  - The third baseman may only tag (1) a runner on the way to third, (2) a runner on the way from third to home, or (3) a force out at third base.
  - The shortstop may only tag (1) the runner on the way from second to third or (2) a force out at second base.
  - All outfielders shall play beyond all infielders. Outfielders may not tag any runners and may not tag any bases.
- On offense, up to three coaches can be in the field: the pitching coach or batting coach, a first base coach, and a third base coach. (If enough coaches are available, gameplay is

faster when a batting coach is prepared with the tee while the pitching coach steps off the field)

- On defense, up to three coaches can be in the field (stationed between the infield and outfield). If an umpire is unavailable, the defensive coaches shall call outs and call time to end the play.
- Either team can provide a coach to assist the catcher in returning pitched balls to the pitching coach between plays.

# Ground Rules for the Junior Minor Division

The Little League rules shall define the rules of play for a game. Additionally, the following local ground rules will apply for this division.

- No food is allowed in the dugout or on the field of play during a ballgame.
- There will be NO on deck batters permitted on the playing fields (LL Rule 1.08).
- Only uniformed players, managers, and coaches are permitted in the dugout during a game. Batboys and/or batgirls are not permitted.
- Cell phone use is not permitted on the playing field or in the dugout during a game.

## *Pre-Game*

- A game will start promptly at the designated time and end at the completion of 6 innings or after a 1 hour 15 minute time limit.. No inning shall start after the time limit expires. Any inning started before the time limit expires will be completed, but it shall not exceed the drop-dead time. Normal start times will be 5:50 p.m., so pending a weather delay, no inning will start after 7:05 p.m.
- If a game starts at a time other than the designated time, the Umpire-in-Chief will notify the official scorekeeper and Managers/Head Coaches as to the official starting time of the game.
- Teams must have a minimum of 6 players. If a team does not have 9 batters, a ghost out will be charged for the missing 9th batter. (No ghost out is charged for absent batters 7, 8, or 10). (LLI Rule 6.05(n))
- Warm Up:
  - Players may play catch or other preparatory activities in their team's portion of the outfield prior to the start of the game.
  - All pre-game warm ups will terminate 5 minutes before game time.
  - For the second game of the night, and when the first game of the night goes over time, the teams MAY be given at least 5 minutes to play catch or other preparatory activities in their team's portion of the outfield between games, if time allows.
- The Home Team Manager/Head Coach, or his/her duly authorized assistants, will arrive at the field no later than 30 minutes before game time. He/She will take charge and be responsible for enforcement of all rules until the field has been cleared after the game, except during the time the Umpire-in-Chief is in control. As soon as the Umpire-in-Chief arrives, the Home Team Manager/Head Coach will report to him for instructions as may be needed so that the game can start without delay. During the time the Umpire-in-Chief

is in charge, the Home Team Manager/Head Coach will assist him, if needed, in seeing that general park rules are observed.

- Managers/Head Coaches must exchange lineups before the game.
- The Home Team Manager/Head Coach will be responsible for the Official Scorebook.
- The Visiting Team Manager/Head Coach will provide an ADULT volunteer to operate the electronic scoreboard.
- Before the game begins, the umpires shall require strict observance of all rules governing team personnel, implements of play, and confirm with the managers of both teams at the plate conference that all equipment is proper and legal for play according to Little League Rules.

NOTE: Umpires are not required to inspect equipment prior to the start of the game. The manager of each team is responsible for ensuring that all equipment is legal and proper for play according to Little League rules. PENALTY: If illegal equipment is used during the game, the manager of the team will be ejected from the game and the player who used the illegal equipment will also be ejected from the game. Both the manager and the player who used the illegal equipment will be suspended for their team's next physically played game and may not be in attendance at the game site. This includes pregame and postgame activities.

## *General Rules*

- Official score and outs will be recorded. The half inning will end at either 3 outs or when the run limit has been reached. The limit is 5 runs allowed to score per half-inning. (An out of the park home run shall be played completely and may cause the runs per half inning of 6, 7, or 8; in other instances, the half-inning ends the instant the 5th run is scored.) (District 33 Rule D3) (LLI Rule 4.11 exception)
- Free substitutions of team players may occur throughout the game.
- Courtesy runners and pinch runners shall not be permitted. (LLI Rule 7.14)
- The following establishes the use of specific rules during Junior Minor division games:
  - The Infield Fly rule shall not be called by the umpire during a game. Play as any other batted ball.
  - A batter shall not intentionally bunt the ball. If a batter attempts to intentionally bunt, the umpire shall call a dead ball, a strike shall be recorded, no runners may advance.
  - No base stealing – even if there is a passed ball.
- Batters must take care to safely drop their bat before running to first base. Do NOT throw the bat in an unsafe manner. The penalty for thrown bats: 1st offense - player is issued a warning. 2nd offense - player cannot participate in the remainder of the game (this is not considered an ejection, however). Player must leave the dugout.

## *Rules for Game Play*

- All pitches will be delivered by a pitching machine operated by a coach from the offensive team. The pitching machine should be placed in front of the mound with the rear leg touching the pitching rubber. The pitching machine speed shall be set at 37 mph. (District 33 Rule D2)
- The machine shall not be readjusted during the game unless both managers agree that an adjustment is needed. If an adjustment is to be made, it shall be at the beginning of an inning. If the machine becomes inoperable during play, the umpire may authorize adjustments to the machine to restore it to working order. (District 33 Rule D2).
- There will be a maximum of 6 pitches or 3 strikes delivered to each batter, whichever comes first. If a batter fails to hit the 6<sup>th</sup> pitch the batter will be out. The last pitch to a batter shall not be a foul ball (additional pitches may be thrown to a batter if the 6<sup>th</sup> pitch is a foul). If a batter swings and misses or fouls 3 pitches before reaching the 6 pitch limit, the batter will be out unless the 3<sup>rd</sup> strike is a foul. (District 33 Rule D4)
- There are no walks.
- If the batter is hit by a pitched ball, the ball is dead and does not count toward the 6 pitches. A batter hit by a pitch shall not be entitled to first base.
- If the batted ball hits the pitching machine or the coach, the ball is DEAD and ALL runners will receive a one base award.
  - This also includes a ball that is underneath the machine within the confines of the legs of the machine. Example: Runner on second, batter hits the pitch and it strikes the machine. The ball is dead and the runners will be placed at 1st and 3rd base. (District 33 Rule D8)
- On overthrows, the runner may advance ONE base on ONE overthrow per play. However, while advancing, the runner is at risk of being put out. This does not mean that the players should not attempt to throw out the runner as he advances. EXAMPLE: The batter is running to first, when the second baseman over-throws the first baseman. Runner touches first and heads to second. First baseman can pick up the ball and throw out the runner. However, if the 2B/SS does not catch the ball and it rolls into the outfield, the runner must stop at second base and cannot advance fVolunteers will be required to complete another. (District 33 Rule E2) CSLL clarification: position of runner is taken at the release of the throw (not when the ball nears or passes the receiver).
- LLI Rule 5.02, 5.11, 7.13 CSLL Local Rule: After a batted ball enters live play, runners may advance additional bases until (a) an infielder catches a thrown ball from another player (or picks up a loose ball from a missed throw) and is in the infield (the dirt area plus the grass within the dirt area), (b) until the pitcher-player fields an infield hit and stands within the pitching area, or (c) to the limit of the overthrow rule. If a base runner is in between bases when an infielder takes possession or reaches the infield with possession, that runner may advance no farther than the next base. Runners are liable to be put out

during this time and the defenders are encouraged to continue to attempt outs.

Defenders should not stop playing, should not raise their hands, or make any other signs to encourage the umpire to call 'Time'.

If an infielder later loses possession (such as by throwing to another player to attempt an out), runners are still not allowed further advancement. Runners forced to advance by preceding runner(s) or the batter are allowed the base(s) to which they are forced (example: fly ball with a runner on first base not advancing from first base to second base is allowed to advance to second base; play does not cease until forced runners have advanced or been put out.) If an infielder obviously throws the ball to the pitching coach before 'Time; has been called, runners may achieve their next base if they continue advancing, if the runners stop, they shall be returned to the prior base (unless forced to advance). If an outfielder throws to the pitching coach, the pitching coach shall avoid that throw as the ball is still live; if the pitching coach receives that ball or otherwise possesses a loose ball, runners shall return to their last entitled base and the pitching coach first issued a warning, on second possession, the pitching coach shall be replaced (not an ejection).

The umpire shall call 'Time' after play has ceased or when runners have advanced to their farthest allowed base; any runners who advanced beyond their allowed base shall be returned to that base. The decision of the farthest allowable base and possession by the pitching coach are judgment calls by the umpire and not subject to appeal or protest.

- The defensive pitcher can play on either side of the pitching machine, but must have one foot in the dirt, or circle, and behind the front legs of the machine when the ball is pitched.
- The defensive team shall place up to 10 players in the field. The positions of pitcher and catcher must be covered. If playing with fewer than 10 players, other players can cover any of the remaining positions. Outfielders shall start each play standing on the grass beyond the infield. (District Rule F1)

## *Ending a Game*

- A regulation game shall consist of 6 innings unless extended by a tie score or shortened because:
  - the home team needs none of its half of the sixth inning or only a fraction of it;
  - the umpire or League official on duty calls the game (LL Rule 4.10(a)); or
  - time has expired.
- Games will be played with a drop-dead time of 1 hour and 30 minutes (normally 7:20 p.m.). If a game ends because of the drop-dead time, then the final score will revert to the score at the end of the last completed full inning. Exception: the home team is still batting at the drop dead time, was losing at the end of the previous inning, and has tied the score, in which case the game is completed including that inning and ends in a tie.
- LL Rule 4.10(e) shall be enforced. If after 4 innings (or 3½ innings if the home team is ahead) one team has a lead of 10 runs or more, the Manager/Head Coach of the team

with the least runs shall concede the victory to the opponent. (The 15-run and 8-run rule options are not enforced.)

- The game does not end only because a team is behind by 6, 7, 8, or 9 runs such that they would not be able to win or tie by scoring 5 runs in their half inning; play should continue to the completion of 6 innings or the time limit.

## *Manager/Coaches*

- Only one approved Manager/Head Coach and a maximum of three approved Assistant Coaches are allowed on the playing field and in the dugout during a game. The Manager/Head Coach and Assistant Coaches must remain in the dugout or adjacent to the dugout if on the field of play, unless serving as an offensive base coach, pitching, backing up the catcher, or when time out is called.
- 1 Coach must remain in the dugout at all times.
- 1 Defensive coach shall stand behind and to the side of the catcher, at the fence, to field missed pitches in the interest of maintaining a faster pace of play.
- The pitcher coach may coach the batter before the pitch is thrown. After the pitch is thrown, the players are to receive coaching from base coaches. Continued coaching from the pitcher's position while play is occurring will result in removal/replacement (but not ejection) of the offending coach. (District Rule D7). CSLL Exception: Coaching from the pitching position is allowed when only two adults are present as coaches.
- Managers/Head Coaches are responsible to coordinate cleaning trash from the areas around the playing field prior to, during and especially after games.

## *Mandatory Play*

- Teams shall bat in a continuous batting order that includes all players on the team roster present for the game batting in order pursuant to LL Rule 4.04. If a player leaves the park during the game, his position is skipped without penalty.
- Any player showing up late for a game will be added to the end of the batting order. The mandatory play requirement applies, that player must play 6 defensive outs (or fewer if the player has played every defensive at bat between arrival and the end of the game) (District Rule D1).
- CSLL Local Rule instead of LLI Rule 6.07 Players must bat in the order given to the official scorekeeper. Batting out of order for any reason is an automatic out.
- Each player must play a minimum of 6 defensive outs. (District Rule A2). CSLL Addition: Three of the defensive outs must be at an infield position (including catcher). The requirement to play 3 infield defensive outs shall be met before the end of the 3<sup>rd</sup> inning. No player should play more than three innings at one position in a game. The goal is to rotate players to get exposure to multiple positions.

- If a half-inning ends because of the imposition of the run limit and a player on the defense has played for the entire half-inning, that player will be considered to have participated for 3 consecutive outs for the purposes of this rule. However, if the player has not played on defense for the entire half-inning, that player will be credited only as having played for the number of outs that occurred while the player was used defensively.
- The penalty for not enforcing mandatory play (including moving players to different positions) will be assessed according to the LL Rulebook Regulation IV(i).

## *Equipment*

- The Umpire will provide 6 game balls at the start of each game: 2 new baseballs and 4 used baseballs in excellent condition.
- The Manager/Head Coach who arrives first will set up the pitching machine. The other coach will take it down and return it to the equipment room.
- Each Manager/Head Coach is responsible for getting an equipment bag for their dugout from the equipment room and returning it when the game is over.
- Each Manager/Head Coach will have his team's bats lined up outside of the dugout fence prior to the game to be available for inspection by the Umpire.
- The players awaiting a turn at bat must be situated behind a protective fence or approved screening apparatus.
- Catchers must wear protective gear as specified in the [Player Equipment](#) section of this document.

## *Tie Breaker to Standings for end of season tournament*

1. Winning percentage
2. Head-to-Head
3. Head to Head differential (Total combined score in all games against each other)
4. Total runs against
5. Total runs for
6. Lowest Number of Forfeits
7. Coin Toss

## *Postponement or Suspension of a Game*

- Rain-outs will be called by:
  - The City of College Station Parks Supervisor in charge of the facility. Field Status will be posted by 4:00 p.m. after inspection of the grounds and surrounding areas

for play ability. The [City of College Station website](#) defines the condition of the playing fields for that day.

- The CSLL Official on duty after 4:00 p.m., but before game times start, will determine whether a game will be played if weather conditions deteriorate.
- The Umpire-in-Chief is responsible for determining the status once the game has started. He/She will evaluate field conditions for safety when determining if the game should continue. All rules listed in the [Lightning and Hazardous Weather Policy](#) must also be followed.

# Ground Rules for the Senior Minor Division

The Little League rules shall define the rules of play for a game. Additionally, the following local ground rules will apply for this division.

- No food is allowed in the dugout or on the field of play during a ballgame.
- There will be NO on deck batters permitted on the playing fields (LL Rule 1.08).
- Only uniformed players, managers, and coaches are permitted in the dugout during a game. Batboys and/or batgirls are not permitted.
- Cell phone use is not permitted on the playing field or in the dugout during a game.

## *Pre-Game*

- A game will start promptly at the designated time and end after a 1 hour 15 minute time limit from the scheduled start time or to the completion of 6 innings. No inning shall start after the time limit expires. Any inning started before the time limit expires will be completed, but it shall not exceed the drop-dead time. Normal start times will be 5:50 p.m. (or 7:30 pm), so pending a weather delay, no inning will start after 7:05 pm (8:45 pm).
  - If a game starts at a time other than the designated time, the Umpire-in-Chief will notify the official scorekeeper and Managers/Head Coaches as to the official starting time of the game.
- Teams must have a minimum of 7 players to begin the game. If a team has 7 or 8 players present at game time, the game may begin with those players. One “ghost” out will be recorded for the 9<sup>th</sup> player’s spot in the batting order.
- The Umpire-in-Chief is in complete control of the on-the-field pre-game warm up times for both the Home and Visiting teams. In the event the Umpire-in-Chief is detained, a Home Team Manager/Head Coach shall organize the pre-game warm up times.
- The warm up schedule for the first game of the night:
  - The Visiting team shall have the infield from 25 minutes before game time until 15 minutes before game time.
  - The Home team shall have the infield from 15 minutes before game time until 5 minutes before game time.
  - A Manager/Head Coach that does not utilize the infield for the scheduled warm-up time forfeits the unused portion of the warm-up time unless an agreement is reached between the Home and Visiting team managers prior to the start of the warm-up period.
  - All pre-game warm ups will terminate 5 minutes before game time.

- For the second game of the night, and when the first game of the night goes overtime, the Visiting and Home Teams MAY each be given at least 5 minutes infield pre-game warm up time between games if time allows, with the Visiting Team warming up first.
- A team shall have access to the entire playing field between the foul lines during their infield warm up period.
- There will be NO pre-game warm up on the infield portion of the playing field between the foul line until formal pre-game warm up begins. Players may play catch or other preparatory activities in their team's portion of the outfield prior to the start of infield warm up time.
- The Home Team Manager/Head Coach, or his/her duly authorized assistants, will arrive at the field no later than 30 minutes before game time. He/She will take charge and be responsible for enforcement of all rules until the field has been cleared after the game, except during the time the Umpire-in-Chief is in control. As soon as the Umpire-in-Chief arrives, the Home Team Manager/Head Coach will report to him for instructions as may be needed so that the game can start without delay. During the time the Umpire-in-Chief is in charge, the Home Team Manager/Head Coach will assist him, if needed, in seeing that general park rules are observed.
- Managers/Head Coaches must exchange lineups before the game.
- The Home Team Manager/Head Coach will be responsible for the Official Scorebook.
- The Visiting Team Manager/Head Coach will provide an ADULT volunteer to operate the electronic scoreboard.
- Each team's Manager/Head Coach will be responsible for keeping the Official pitch counts for their team on the Pitch Count Chart.
- Team Managers will be responsible for bringing Little League Pitcher Eligibility Tracking Form(s) to each game. This form must be presented to the Umpire before the game when line-ups are exchanged.
- [2025 Major Rule Update]: Before the game begins, the umpires shall require strict observance of all rules governing team personnel, implements of play, and confirm with the managers of both teams at the plate conference that all equipment is proper and legal for play according to Little League Rules.

NOTE: Umpires are not required to inspect equipment prior to the start of the game. The manager of each team is responsible for ensuring that all equipment is legal and proper for play according to Little League rules. PENALTY: If illegal equipment is used during the game, the manager of the team will be ejected from the game and the player who used the illegal equipment will also be ejected from the game. Both the manager and the player who used the illegal equipment will be suspended for their team's next physically played game and may not be in attendance at the game site. This includes pregame and postgame activities.

## *General Rules*

- The following establishes the use of specific rules during Senior Minor division games:
  - The Infield Fly rule may be called by the umpire during a game.
  - Each player may only be intentionally walked by announcing such decision to the plate umpire one time during the course of the game. This does not restrict a team from throwing four balls outside of the strike zone to this batter at another time during the game.
  - Balks shall not be called.
  - Bunts are permitted; however, a batter who fakes a bunt and then takes a swing will be immediately declared out and all runners shall return to the base on which he was stationed prior to the pitch.
- Managers or coaches are permitted to warm up a pitcher at home plate or in the bullpen or elsewhere at any time, including in-game warm-ups and pre-game warm-ups. This rule applies to the regular season only.
- There will be a 90 second limit between innings (starting when the defense leaves the field to the expectation of the first pitch to batter upon umpire's signal). Should the umpire determine that the offensive team is delaying the start of the at-bat, a strike will be called following the 90 second intermission and every 20 seconds thereafter (CSLL clarification to LLI Rule 6.02c). Should the defensive team be the cause of delay, the batter will be given a ball every 20 seconds that play is delayed following the 90 second intermission (LLI Rule 8.04). Coaches must be prepared to have the defense take the field, get the catcher geared up, and the pitcher to promptly begin warm-ups.
- Batters must take care to safely drop their bat before running to first base. Do NOT throw the bat in an unsafe manner. The penalty for thrown bats: 1st offense - player is issued a warning. 2nd offense - player cannot participate in the remainder of the game (this is not considered an ejection, however). Player must leave the dugout.

## *Rules for Game Play*

- Official score and outs will be recorded. The half inning will end at either 3 outs or when the run limit has been reached. The limit is 5 runs allowed to score per half-inning. (An out of the park home run shall be played completely and may cause the runs per half inning of 6, 7, or 8; in other instances, the half-inning ends the instant the 5th run is scored.) (District 33 Rule D3) (LLI Rule 4.11 exception)
- There will be no advancing to 1st on an uncaught third strike. (LLI Rule 6.05(b)(2))
- A runner may not leave the base until the pitched ball reaches the plate (LLI Rule 7.13).
- Stealing is allowed of all bases including home plate.

- Advancing on overthrows is unlimited; however, CSLL desires a competitive atmosphere with healthy sportsmanship and solid baseball fundamentals. Accordingly, coaches are strongly discouraged from causing or allowing base runners to attempt to take extra bases when it would ordinarily be unreasonable to do so. In other words, do not take advantage of weaker players by taking extra bases when it would be entirely unreasonable to do so but for the weaker player having control of the ball. Please don't turn Senior Minor baseball into a track meet or endless cat-and-mouse silliness.
- In accordance with the foregoing, umpires shall be strongly encouraged to aggressively grant time when no runner is affirmatively attempting to advance to the next base and/or if the baseball play has reasonably ended.
- Courtesy runners are allowed per LLI Rule 7.14b (for the catcher and pitcher of record when there are two outs). Pinch runners are not allowed.)
- No more than nine defensive players may be positioned on the field of play.
- Free substitutions of team players may occur throughout the game except for the pitcher. Once a pitcher leaves the mound, he may not return as a pitcher in that game.
- Rule (VI-C) A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day. All other pitch count rules apply as written in the Little League Rulebook.
- When playing at a field with a double first base, follow LLI Rule 7.15. CSLL Clarification: "go beyond first base" shall mean "does not return immediately to first base" (a runner who rounds first base toward second base must return to the white section, not the orange section; a runner who runs beyond first and immediately returns to first base cannot be tagged out during the return to the white section (LLI Rule 7.08c)).

## *Ending a Game*

- A regulation game shall consist of 6 innings unless extended by a tie score or shortened because:
  - the home team needs none of its half of the sixth inning or only a fraction of it;
  - the umpire or League official on duty calls the game (LL Rule 4.10(a)); or
  - time has expired.
- Games will be played with a drop-dead time of 1 hour and 30 minutes (normally 7:20 p.m.). If a game ends because of the drop-dead time, then the final score will revert to the score at the end of the last completed full inning. Exception: the home team is still batting at the drop dead time, was losing at the end of the previous inning, and has tied the score, in which case the game is completed including that inning and ends in a tie.
- Games will be played with a drop-dead time of 1 hour and 30 minutes - normally 7:20 pm (or 9:00 pm). If a game ends because of the drop-dead time, the final score will revert to the score at the end of the last completed full inning. If the home team takes the

lead in the bottom of an inning being completed after the “no new inning” time has elapsed (1 hour and 15 minutes), the game shall be over at that time with the home team declared the winner.

- LL Rule 4.10(e) shall be enforced. If after 4 innings, 3½ innings if the home team is ahead, one team has a lead of 10 runs or more, the Manager/Head Coach of the team with the least runs shall concede the victory to the opponent.
- When one team is behind by 6, 7, 8, or 9 runs such that they would not be able to win or tie by scoring 5 runs in their half inning, the manager of the team with fewer runs shall offer to concede. If both coaches agree to continue game play to completion, play may continue; scoring shall not update, but pitch counts shall be maintained.

## *Post-Game*

- Each Manager/Head Coach is responsible for reporting the final score of their game to the league..
- Pitch Count Verification
  - The Visiting Team Manager/Head Coach shall be responsible for tracking Official pitch counts for all pitchers on the Little League Pitch Count Chart. Upon removal of a pitcher from the mound (or, completion of the game), the pitcher’s name, jersey number, total pitch count, and required days rest shall be entered into the Little League Pitcher Eligibility Tracking Form.

**Note:** See Required Days Rest (LL Regulation VI) to determine number of days rest, paying attention to the number of the first pitch delivered to the last batter faced by a pitcher.
  - Upon completion of the game, the Little League Pitcher Eligibility Tracking Form shall be signed by each team’s pitch counter and the Team Managers/Head Coaches.
  - Each Manager/Head Coach is responsible for entering all the information from the Little League Pitcher Eligibility Tracking Form to the league.
  - Managers/Head Coaches who do not bring the applicable Little League Pitcher Eligibility Tracking Form to the game will be issued a warning (Board Member on duty emails the president) for the first offense. The second violation of this policy will result in a one game suspension for the Manager/Head Coach.

## *Manager/Coaches*

- Only one approved Manager/Head Coach and a maximum of two approved Assistant Coaches are allowed on the playing field and in the dugout during a game. The Manager/Head Coach and Assistant Coaches must remain in the dugout or adjacent to

the dugout if on the field of play, unless serving as an offensive base coach or when time out is called.

- 1 Coach must remain in the dugout at all times.
- Managers/Head Coaches are responsible to coordinate cleaning trash from the areas around the playing field prior to, during and especially after games.

## *Mandatory Play*

- Teams shall bat in a continuous batting order that includes all players on the team roster present for the game batting in order pursuant to LL Rule 4.04. If a player leaves the park during the game, his position is skipped without penalty; however, he may not return at any point. Any player showing up late for a game will be added to the end of the batting order.
- Batting out of order shall be ruled in accordance with LLI Rule 6.07
- Each player must play a minimum of six defensive outs by the end of the 4<sup>th</sup> inning. Three of the defensive outs must be met before the end of the 3<sup>rd</sup> inning. This will be the rule even if the game is not a complete six inning game.
- Catcher is considered an infield position.
- If a half-inning ends because of the imposition of the 5 run limit and a player on the defense has played for the entire half-inning, that player will be considered to have participated for 3 consecutive outs for the purposes of this rule. However, if the player has not played on defense for the entire half-inning, that player will be credited only as having played for the number of outs that occurred while the player was used defensively.
- The penalty for not enforcing mandatory play will be assessed according to the LL Rulebook Regulation IV(i).

## *Equipment*

- The Umpire will provide 6 game balls at the start of each game: 2 new baseballs and 4 used baseballs in excellent condition.
- Each Manager/Head Coach is responsible for getting an equipment bag for their dugout from the equipment room and returning it when the game is over.
- Each Manager/Head Coach will have his team's bats lined up outside of the dugout fence prior to the game to be available for inspection by the Umpire.
- The players awaiting a turn at bat must be situated behind a protective fence or approved screening apparatus.
- Catchers must wear protective gear as specified in the [Player Equipment](#) section of this document.

## *Tie Breaker to Standings for end of season tournament*

1. Winning percentage
2. Head-to-Head
3. Head to Head differential (Total combined score in all games against each other)
4. Total runs against
5. Total runs for
6. Lowest Number of Forfeits
7. Coin Toss

## *Postponement or Suspension of a Game*

- Rain-outs will be called by:
  - The City of College Station Parks Supervisor in charge of the facility. Field Status will be posted by 4:00 p.m. after inspection of the grounds and surrounding areas for play ability. The [City of College Station website](#) defines the condition of the playing fields for that day.
  - The CSLL Official on duty after 4:00 p.m., but before game times start, will determine whether a game will be played if weather conditions deteriorate.
  - The Umpire-in-Chief is responsible for determining the status once the game has started. He/She will evaluate field conditions for safety when determining if the game should continue. All rules listed in the [Lightning and Hazardous Weather Policy](#) must also be followed.

# Ground Rules for the Majors Division

The Little League rules shall define the rules of play for a game. Additionally, the following local ground rules will apply for this division.

- No food is allowed in the dugout or on the field of play during a ballgame.
- There will be NO on deck batters permitted on the playing fields (LL Rule 1.08).
- Only uniformed players, managers, and coaches are permitted in the dugout during a game. Batboys and/or batgirls are not permitted.
- Cell phone use is not permitted on the playing field or in the dugout during a game.

## *Pre-Game*

- Spring Seasons: A game will start promptly at the designated time and end after a 1 hour 40-minute time limit or to the completion of 6 innings. Any inning started before the time limit expires will be completed, but in no case shall an inning start after two hours of game play or after 9:45 pm - regardless of the start time. There is no drop-dead time for the Major division.
- Fall Seasons: **games will end after a 1 hour and 30-minute time limit or to the completion of 6 innings**. There will be a drop-dead time of 2 hours,
- If a game starts at a time other than the designated time, the Umpire-in-Chief will notify the official scorekeeper and Managers/Head Coaches as to the official starting time of the game.
- 
- In the Majors division and above, a team that cannot place at least 8 players on the field at the start of the game or at any time during the game shall forfeit the game to the opposing team.
- The Umpire-in-Chief is in complete control of the on-the-field pre-game warm up times for both the Home and Visiting teams. In the event the Umpire-in-Chief is detained, a Home Team Manager/Head Coach shall organize the pre-game warm up times.
- The warm up schedule for the first game of the night:
  - The Visiting team shall have the infield from 25 minutes before game time until 15 minutes before game time.
  - The Home team shall have the infield from 15 minutes before game time until 5 minutes before game time.
  - A Manager/Head Coach that does not utilize the infield for the scheduled warm-up time forfeits the unused portion of the warm-up time unless an agreement is

reached between the Home and Visiting team managers prior to the start of the warm-up period.

- All pre-game warm ups will terminate 5 minutes before game time.
- For the second game of the night, and when the first game of the night goes overtime, the Visiting and Home Teams MAY each be given at least 5 minutes infield pre-game warm up time between games if time allows, with the Visiting Team warming up first.
- A team shall have access to the entire playing field between the foul lines during their infield warm up period.
- There will be NO pre-game warm up on the infield portion of the playing field between the foul line until formal pre-game warm up begins. Players may play catch or other preparatory activities in their team's portion of the outfield prior to the start of infield warm up time.
- The Home Team Manager/Head Coach, or his/her duly authorized assistants, will arrive at the field no later than 30 minutes before game time. He/She will take charge and be responsible for enforcement of all rules until the field has been cleared after the game, except during the time the Umpire-in-Chief is in control. As soon as the Umpire-in-Chief arrives, the Home Team Manager/Head Coach will report to him for instructions as may be needed so that the game can start without delay. During the time the Umpire-in-Chief is in charge, the Home Team Manager/Head Coach will assist him, if needed, in seeing that general park rules are observed.
- Managers/Head Coaches must exchange lineups before the game.
- The Home Team Manager/Head Coach will be responsible for the Official Scorebook.
- The Visiting Team Manager/Head Coach will provide an ADULT volunteer to operate the electronic scoreboard.
- Each team's Manager/Head Coach will be responsible for keeping the Official pitch counts for their team on the Pitch Count Chart.
- Team Managers will be responsible for bringing Little League Pitcher Eligibility Tracking Form(s) to each game. This form must be presented to the Umpire before the game when line-ups are exchanged.
- [2025 Major Rule Update]: Before the game begins, the umpires shall require strict observance of all rules governing team personnel, implements of play, and confirm with the managers of both teams at the plate conference that all equipment is proper and legal for play according to Little League Rules.

NOTE: Umpires are not required to inspect equipment prior to the start of the game. The manager of each team is responsible for ensuring that all equipment is legal and proper for play according to Little League rules. PENALTY: If illegal equipment is used during the game, the manager of the team will be ejected from the game and the player who used the illegal equipment will also be ejected from the game. Both the manager and the player who used the illegal equipment will be suspended for their team's next physically

played game and may not be in attendance at the game site. This includes pregame and postgame activities.

### *Rules for Game Play:*

- The following establishes the use of specific rules during Major division games:
  - The Infield Fly rule may be called by the umpire (batter automatically out, ball is live).
  - Each player may only be intentionally walked by announcing such decision to the plate umpire one time during the course of the game. This does not restrict a team from throwing four balls outside of the strike zone to this batter at another time during the game.
  - Balks shall not be called.
  - Bunts are permitted, including slash bunts and delay bunts.
- Regular seasons only: Managers or coaches are permitted to warm up a pitcher at home plate or in the bullpen or elsewhere at any time, including in-game warm-ups and pre-game warm-ups.
- No baiting of catchers/pitchers for the purposes of advancing or scoring runners
- There will be a 90 second limit between innings (starting when the defense leaves the field to the expectation of the first pitch to batter upon umpire's signal). Should the umpire determine that the offensive team is delaying the start of the at-bat, a strike will be called following the 90 second intermission and every 20 seconds thereafter (LL Rule 6.02c). Should the defensive team be the cause of delay, the batter will be given a ball every 20 seconds that play is delayed following the 90 second intermission (LL Rule 8.04).
- Courtesy runners are allowed per LLI Rule 7.14b (for the catcher and pitcher of record when there are two outs). Pinch runners are not allowed
- Batters must take care to safely drop their bat before running to first base. Do NOT throw the bat in an unsafe manner. The penalty for thrown bats: 1st offense - player is issued a warning. 2nd offense - player cannot participate in the remainder of the game (this is not considered an ejection, however). Player must leave the dugout.
- When playing at a field with a double first base, follow LLI Rule 7.15. CSLL Clarification: "go beyond first base" shall mean "does not return immediately to first base" (a runner who rounds first base toward second base must return to the white section, not the orange section; a runner who runs beyond first and immediately returns to first base cannot be tagged out during the return to the white section (LLI Rule 7.08c)).

## Ending a Game

- A regulation game shall consist of 6 innings unless extended by a tie score or shortened because:
  - the home team needs none of its half of the sixth inning or only a fraction of it;
  - the umpire or League official on duty calls the game (LL Rule 4.10(a)); or
  - time has expired.
- LL Rule 4.10(e) shall be enforced. If after 4 innings, 3½ innings if the home team is ahead, one team has a lead of 10 runs or more, the Manager/Head Coach of the team with the least runs shall concede the victory to the opponent.
- A game that is tied at the end of 6 innings should continue until a team wins or two hours after game time as a new inning cannot be started after this time.

## Post-Game

- Each Manager/Head Coach is responsible for reporting the final score of their game in TeamSideline. You should receive an email from TeamSideline shortly after the game is scheduled to begin asking you to report the score.
- Pitch Count Verification
  - The Visiting Team Manager/Head Coach shall be responsible for tracking Official pitch counts for all pitchers on the Little League Pitch Count Chart. Upon removal of a pitcher from the mound (or, completion of the game), the pitcher's name, jersey number, total pitch count, and required days rest shall be entered into the Little League Pitcher Eligibility Tracking Form.

**Note:** See Required Days Rest (LL Regulation VI) to determine number of days rest, paying attention to the number of the first pitch delivered to the last batter faced by a pitcher.
  - Upon completion of the game, the Little League Pitcher Eligibility Tracking Form shall be signed by each team's pitch counter and the Team Managers/Head Coaches.
  - Each Manager/Head Coach is responsible for entering all the information from the Little League Pitcher Eligibility Tracking Form into the text box below the score in TeamSideline.
  - Managers/Head Coaches who do not bring the applicable Little League Pitcher Eligibility Tracking Form to the game will be issued a warning (Board Member on duty emails the president) for the first offense. The second violation of this policy will result in a one game suspension for the Manager/Head Coach.

## *Manager/Coaches*

- Only one approved Manager/Head Coach and a maximum of two approved Assistant Coaches are allowed on the playing field and in the dugout during a game. The Manager/Head Coach and Assistant Coaches must remain in the dugout or adjacent to the dugout if on the field of play, unless serving as an offensive base coach or when time out is called.
- There should be an offensive coach in one coach's box, and a coach and/or a uniformed player in the other coach's box.
- 1 Coach must remain in the dugout at all times.
- Managers/Head Coaches are responsible to coordinate cleaning trash from the areas around the playing field prior to, during and especially after games.

## *Mandatory Play*

- Teams shall bat in a continuous batting order that includes all players on the team roster present for the game batting in order pursuant to LL Rule 4.04. If a player leaves the park during the game, his position is skipped without penalty; however, he cannot return at any point. Any player showing up late for a game will be added to the end of the batting order.
- Batting out of order shall be ruled in accordance with LLI Rule 6.07
- Early termination of a game (due to time limit or the home team leading at the bottom half of an inning) shall not be grounds for failure to meet the mandatory play requirements.
- A player in the starting line-up who has been removed for a substitute may re-enter the game once provided:
  - His/her substitute has met the mandatory play requirements (at least 6 defensive outs and at least one at bat).
  - Rule (VI-C): A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day. All other pitch count rules apply as written in the Little League Rulebook.
  - A substitute may not be removed from the game prior to completion of his/her mandatory play requirements.
- Catcher is considered an infield position.
- The penalty for not enforcing mandatory play will be assessed according to the LL Rulebook Regulation IV(i).

## *Equipment*

- The Umpire will provide 6 game balls at the start of each game: 2 new baseballs and 4 used baseballs in excellent condition.
- Each Manager/Head Coach is responsible for getting an equipment bag for their dugout from the equipment room and returning it when the game is over.
- Each Manager/Head Coach will have his team's bats lined up outside of the dugout fence prior to the game to be available for inspection by the Umpire.
- The players awaiting a turn at bat must be situated behind a protective fence or approved screening apparatus.
- Catchers must wear protective gear as specified in the [Player Equipment](#) section of this document.

## *Tie Breaker to Standings for end of season tournament*

1. Winning percentage
2. Head-to-Head
3. Head to Head differential (Total combined score in all games against each other)
4. Total runs against
5. Total runs for
6. Lowest Number of Forfeits
7. Coin Toss

## *Postponement or Suspension of a Game*

- Rain-outs will be called by:
  - The City of College Station Parks Supervisor in charge of the facility. Field Status will be posted by 4:00 p.m. after inspection of the grounds and surrounding areas for play ability. The [City of College Station website](#) defines the condition of the playing fields for that day.
  - The CSLL Official on duty after 4:00 p.m., but before game times start, will determine whether a game will be played if weather conditions deteriorate.
  - The Umpire-in-Chief is responsible for determining the status once the game has started. He/She will evaluate field conditions for safety when determining if the game should continue. All rules listed in the [Lightning and Hazardous Weather Policy](#) must also be followed.

- If a game is ended, it is a regulation game if 4 innings have been completed (3½ if the home team is ahead in the bottom half of the 4th inning or if the home team scores runs in the bottom of the 4th inning that place the home team in the lead (LL Rule 4.10(d)).
- If a game is ended before it has become a regulation game, but after 1 or more innings have been played, it shall be resumed exactly where it left off (LL Rule 4.10(e)).
- Tie games halted due to weather or light failure shall be resumed from the exact point at which they were halted in the original game (taken from LL Rule 4.12). Additional information about resuming a halted game is provided in LL Rule 4.12.

# All Stars

The Little League International Tournament is the most widely known youth sports tournament in the world. There are six levels of tournament play in Little League Baseball, with opportunities for players ages 8 to 16. The tournaments start at the District level, and teams must win their way to advance through the International Tournament. The 8- to 10-Year-Old and 9- to 11-Year-Old Tournaments culminate at the State Level, while the Little League, Little League Intermediate (50/70) Baseball, Junior League, and Senior League divisions all conclude at a World Series Tournament.

The decision to enter teams into the District 33 post-season tournaments and Little League sanctioned All-Star tournaments is solely determined by each individual Little League. Each individual league is responsible for creating rules, regulations and processes for their All-Star team selection.

The CSLL post-season is a completely separate season from the regular season. It is an opportunity for a higher level of competition within the district, section, state, regional and World Series Little League system. Players selected to an All-Star team or Special Games team will have a significantly higher level of commitment, will receive higher level instruction and will compete against other All-Star teams or Special Games teams. When it comes to post-season teams, it is the intent of College Station Little League to field teams that will best represent our league, our community and our city, in character and competition. College Station Little League wants to continue its proud history and tradition by selecting quality players for its All-Star teams to compete at this higher level.

During each Spring season, the CSLL Board of Directors reviews and adopts the rules, regulations and processes for their All-Star team selection. The CSLL All-Stars Rules Regulations and Selection Manual is incorporated herein by reference. This manual can be found on our [website](#) for review at any time.

# Training

CSLL wants to support its Managers and Coaches by providing a high level of training to help them educate players as well as keep them safe. Little League recommends using free online training programs developed by USA Baseball, such as the Pitch Smart program, as a way to help coaches learn about ways to protect and encourage players. The CSLL Board of Directors has adopted USA Baseball's 'A' Certification program as basic training for all Managers and Coaches. This certification program includes units on the Pitch Smart program, being a confident coach, basic first aid and abuse awareness. This training should be completed annually before the season starts. All the information and instructions for this are located in the [Training portal](#) on the CSLL website.

Additionally, all Managers/Head Coaches will be provided with a current Little League rulebook and a copy of this manual in order to ensure that all rules and policies are being followed.

For the Tee Ball divisions, CSLL will provide Managers/Head Coaches with the Little League T-Ball Training Manual to help them educate our youngest players on the basics of baseball while also having fun.

## *Player-Pitch Divisions – General*

Little League's pitching requirements are but a small part of the USA Baseball® Pitch Smart program designed to reduce arm injuries. Winning at the expense of damaging a pitcher's arm is unacceptable. Therefore, as with all League rules, these pitching rules below are intended to be followed with the strictest compliance. Managers/Head Coaches who fail to comply with these rules shall be subject to review and subsequent action by the CSLL Complaint Resolution Committee. For more information, see [Unbecoming Conduct](#) in the [Field Decorum](#) section of this document.

**Caution:** It is imperative that parents communicate to Managers/Head Coaches their player's involvement in pitching and catching for other teams. Likewise, Managers/Head Coaches should regularly communicate with players and parents to determine the status of a player's arm when being considered for future games as a pitcher or catcher. While the Little League pitching rules do not apply to organizations outside of CSLL, we strongly encourage Managers/Head Coaches and parents to err to the side of caution and not over-work a pitcher or catcher who is playing on multiple teams.

## *Positive Coaching*

CSLL wants to encourage Managers and Coaches to support players using positive coaching techniques to keep the focus on learning and having fun while playing baseball. Some of the online training will address this. Below are some additional suggestions on ways to help Managers and Coaches keep a positive perspective while coaching.

## Keeping Perspective: The Dos and Don'ts When Coaching Youth Athletes

Sometimes it can be hard to know exactly what to do in your role as a coach to make sure your players are having the best experience possible. Here are a few do's and don'ts for coaching youth athletes:

### DO:

- Remain calm, cool, and collected during practices and games.
  - If you lose your cool and start yelling, your players may become frustrated and embarrassed. The added pressure from you becoming worked up can cause them to make mistakes. Instead, staying calm, cool, and collected can help to keep your athletes calm and confident as well!
- Make your coach-player relationship independent of your players' performance on the field.
  - Your athletes need you to be supportive and encouraging no matter how they play! Players who perform at a higher level than others should not be treated any differently than those players who are not at that performance level.
- Reinforce sportsmanship with your players.
  - Sportsmanship is a valuable life skill that can easily be learned through any sport. Reminding your players to take their hats off and shake hands with the opponents after games is a good way to ensure that your athletes practice good sportsmanship.
- Push to follow through on commitments, hard work, and being a good person.
  - These values will help your players succeed in not only baseball and other sports, but life in general as well. There is no shortcut for hard work, and baseball is a great testament to that for your athletes.
- Keep it fun.
  - Baseball is a game, and games are supposed to be fun! Try not to take baseball, or any other sport, too seriously as it can add pressure for your players. Make sure your players are having fun playing baseball.

### DON'T:

- Continuously critique players throughout the game on every play made.
  - Not every play is going to be made as smoothly as the professionals. Sometimes everything can go wrong in a play and a good outcome still occurs. In these cases, it can be easy to break down all of the mistakes, but it may be better to give one critique and then congratulate your players on making the play.
- Criticize your players and give an in-depth analysis after every game.

- During the post-game meeting try to be as positive as possible and focus on the good things that happened during the game. Keep a note of the things that could have been better during the game, and work on them during the next practice.
- Substitute players in key situations for a more skilled player.
  - All of your players should feel that you have confidence in them. By taking a player out of a situation and putting a more skilled player in, you are saying that player is not good enough to get the job done.
- Control all decision making related to baseball.
  - If you make all the decisions related to baseball for your players, it can be hard for you to tell if they are actually learning the game. By letting your players make decisions on their own in games, you will be able to better gauge just how much your players are learning about the game.
- Allow baseball to dominate your life.
  - While it is great to have a passion for baseball and want to play or coach all the time, there has to be a balance in your life between baseball, family, friends, work, and other activities. You should be able to identify yourself as more than just a baseball coach.

## ASAP Manual

Little League developed ASAP (A Safety Awareness Program) in 1995 to address youth sports safety. According to their website, “ASAP has increased overall safety awareness, reduced injuries by 80% and lowered insurance costs for participating leagues.”

In accordance with Little League policy, CSLL has created and implemented a safety manual containing 15 basic requirements, with the idea that this basic safety plan can be expanded and enhanced to meet the needs of the individual league. The ASAP Manual is incorporated herein by reference. All volunteers of College Station Little League are expected to abide by the safety plan described in the ASAP manual.

As required in the manual, a printed copy will be placed in the equipment room of each park. A printed copy can also be found in the concession stand along with extra [ASAP Incident/Injury Tracking Reports](#), [Accident Claim forms](#) and [instructions](#). The manual and these forms can be accessed on our [website](#) at any time.

### *Injuries*

Any injury to a player, Team Manager/Head Coach, or coach must be reported to the CSLL Safety Officer and/or the League Official on duty immediately. Team Managers/Head Coaches are also required to complete the ASAP Incident/Injury Tracking Report, which is located in their ASAP manual, and turn it in to the CSLL Safety Officer within 48 hours of injury. The [ASAP](#)

[Incident/Injury Tracking Report](#) can also be found on the College Station Little League website along with the [Accident Claim form](#) and [instructions](#).

## Minor Athlete Safety Policies

All athletes deserve to participate in sports free from bullying, hazing, sexual misconduct, or any form of emotional or physical abuse. Education and awareness are the most critical components to creating safe and respectful sporting environments, free of abuse and harassment. Little League Baseball has always strived to create a safe and healthy environment for all Little Leaguers and their families. There are certain requirements from the SafeSport Act that Little League International and all local little league programs must adhere to:

- **Zero Tolerance Policy:** Abuse, whether physical, verbal, sexual or otherwise, will not be tolerated. College Station Little League enforces a zero-tolerance policy on abuse. Any individual who has been suspected or convicted of any crimes sexual or violent in nature will have no engagement with our organization.
- All volunteers and umpires of CSLL are mandated reporters and could face criminal charges if the league chooses to ignore, or not report to the proper authorities, any witnessed act of child abuse, including sexual abuse, within 24 hours.
- CSLL volunteers and umpires must be aware of the proper procedures to report sexual abuse in their state.
- CSLL policy prohibits retaliation against any person participating in good faith in the making of a report in accordance with our Zero Tolerance policy or who cooperates with or participates in any investigation of allegations of child abuse. Retaliation means to take adverse action against an individual because he or she has acted in accordance with this policy.
- CSLL has adopted policies to limit one-on-one interactions between minor athletes and adult volunteers. All interactions between minors and adults should be observable and within an interruptible distance of another adult. For more specific information related to this policy, see [Appendix B](#).
- Finally, Little League strongly encourages charter members to complete the Abuse Awareness training provided by USA Baseball and SafeSport annually. CSLL requires all volunteers and umpires to participate in this training.

# Lightning/Hazardous Weather Policy

Lightning or hazardous weather is deemed imminent if any of the following exists:

- Thunder is heard
- A lightning strike within 10 miles is observed. Observation can include:
  - Witnessing the strike visibly hit an area that is known to be within 10 miles
  - Utilizing an application such as Weather Bug or other app that detects a strike within 10 miles
- Devices installed by the city sound a warning sign that conditions are right for lightning or that lightning has been detected. (One alert and/or a blinking light)
- A tornado warning or watch is issued for an area that includes the field
- A thunderstorm warning is issued for an area that includes the field

If lightning or hazardous weather has been detected, all CSLL participants shall leave the fields and the dugouts. Everyone should return to their vehicles or travel to other safe premises (no safe premises exist within the CSLL baseball complexes)

Games shall be canceled when lightning or hazardous weather has been detected within 15 minutes of the scheduled start time (5:35 for a 5:50 game or 7:15 for 7:30 game). If a game is delayed because lightning has been detected 30 to 16 minutes before the start time, the game may be delayed up to 15 minutes, still following the same drop dead time.

If lightning is detected during a game or within 15 minutes prior to the scheduled start time, that game shall be canceled.

# Version History

This document was created in Spring 2020 using policies already in place in CSLL. The document should be reviewed and updated before each Spring season with the most up-to-date CSLL rules and regulations. Listed here is the version history and verification of approval each year.

- Created January 2020. Approved by the CSLL Board of Directors on January 29, 2020
  - Approved updates include:
    - Coach Soft Toss Tee Ball rules
    - Draft process for all and protected Assistant Coach in Junior Minor
    - Player Evaluation process (Appendix A)
- The CSLL All-Stars Rules Regulations and Selection Manual was approved by the CSLL Board of Directors on February 26, 2020.
- Updated to include reference to the most recent version of the ASAP Manual on May 2, 2020.
- Updated to include the Minor Athlete Safety policies approved by the CSLL Board of Directors on May 21, 2020 in compliance with Little League policy and the Safe Sport Act.
- Updated to include the CSLL Season Resumption Guide (Appendix C) approved by the CSLL Board of Directors on May 21, 2020. These guidelines apply to the Spring 2020 season only, unless an extension is approved by the board.
- Updated for clarity of division ground rules. Updated Appendix C to the COVID Guidelines approved by the CSLL Board of Directors for Spring 2021.
- Updated rules to add new Tee Ball division and further update division ground rules for clarity. Removed Appendix C.
- Updated to clarify Tee Ball division rules and to include Little League rule updates. August 2022/ Revised September 2024
- Updated the new format of splitting the divisions by National (Even date of birth) and American (Odd date of birth) for Junior Minor and Senior Minor Divisions. August 2023
- Updated rule in Majors division on slash/delay bunts. September 2024.
- Revisions for Spring 2025. Added major rule changes from Little League Official. Clarified preliminary sections. Revised Tee Ball Ground Rules.
- Revisions for Fall 2025: updates to courtesy runners, ghost outs, batting order, run rules. Clarifications to infield fly, double first base, intentional walks, time limits, lightning policy,
- Revisions for Spring 2026: Multiple changes to AAA and AA subdivision policies including AAA draft eligibility, all star eligibility, number of AAA teams, clarification of head coach selection in all divisions. Changed the max number of majors teams to 10