

CPLL Policies, Procedures, And Local Rules



2026

Introduction

Cambrian Park Little League (CPLL) aims to continue a long tradition of excellence. CPLL volunteers contribute their time, passion, and leadership so that our youth athletes are in an environment in which they can excel both as athletes and as young citizens in our community.

We do this while upholding the pillars of Little League International:

Community, Fun, Inclusion, Integrity, and Teamwork.

This Board of Directors (BoD) approved document captures aspects of what CPLL is and how our league operates, including:

Policies: Principles, guidelines, and enforced rules apart from those related to playing the game of baseball.

Rules: Regulations which are enforced pre-, post-, and during the game of baseball. The majority of playing rules are captured in the Little League International (LLI) Rule Book. CPLL adds or modifies these with several ground rules, local rules, and herein chooses between options which are described in the LLI Rule Book.

Procedures: The manner in which CPLL conducts aspects of its complex operations.

*Please note that all ages in this document are **Little League Ages**. Please see LittleLeague.org for current age charts and League Age Calculators.*

CPLL Policy 1 - Divisions & Core Ages

CPLL Division	Core Little League Ages
Skills and Drills Program	4 year olds
Tee Ball (No Coach Pitch)	4*, 5, 6 year-olds
A (Minors – Machine Pitch/Coach Pitch)	6, 7, 8 year olds
AA (Minors - Coach & Player Pitch)	7, 8 year olds (9 year olds are not a core age, but may be evaluated and drafted)
AAA (Minors - Player Pitch)	9, 10, year olds (11 year olds are not a core age, but may be evaluated and drafted)
Majors (Player Pitch)	11, 12 year olds (10 year olds are not a core age, but may be evaluated and drafted)
Juniors Baseball (Player Pitch)	13, 14 year olds
Seniors Baseball (Player Pitch)	15, 16 year olds

*by parent request only (see below), those League-Age 4 are, by default, placed in Skills & Drills.

Note 1: Every player wishing to play in the AA Division or above will be required to participate in Evaluations (or submit a reason for missing to the Board of Directors for a vote to exempt). Those outside of core ages may further require Player Agent approval and/or BoD approval. Players in AA and above are drafted in accordance with CPLL's Draft Procedures, including the provision that undrafted players shall be added to the draft of the lower (age matched) division.

Note 2: LLI Reg. 1.a.3, Note 3 which reads, in part: "Participants league age 5 and 6 are permitted to advance to Minor League Coach Pitch or Machine Pitch after participation in Tee Ball for one year."

CPLL Policy 2 - Evaluations & Placement in Divisions

A. Evaluations & Placement

Players registered, or wishing to play, in the AA Division or above are subject to evaluations and CPLL's draft process. Please refer to the currently approved Evaluation and Draft Procedure section below as well as the currently approved document. Players below AA Division will be assigned teams by CPLL.

B. Playing Up

Players wishing to play up a one division, will be invited to the next higher division's evaluations (required and only exempted by the Board of Directors). Those players will then enter CPLL's draft process. If not drafted in the higher division, they will be placed on the draft list for their default, age appropriate, division.

C. All players will be placed based on approval by the Player Agent, Division Director, and President.

Any player age 4, based on parent request, and meeting the league's age ranges will be placed on a team in the Tee Ball division. CPLL reserves the right to move 4 year old players back to Skills and Drills or up to Tee-ball.

D. Refusal to Move up a Division

If a player is drafted on a team that is in the division of the player's core age and the parents/guardians (on behalf of the player) declines to play in that division, then the player will lose any rights to be voted on to a tournament team. The President, Vice-President(s), and Player Agent will determine whether or not the player is allowed to play in the lower division.

E. Vacancy, Waitlist, and “Calling Up” Players

If a vacancy occurs, the Player Agent, in accordance with Little League rules, will first attempt to select, in order of registration, a player from the waitlist who is suitable to play in the division with the vacancy. If the President, Vice-President(s), and Player Agent deem the waitlisted player is not suitable, the vacancy will be filled with a player from a lower division.

Note: See CPLL Local Rule 17 which prohibits “calling up” in the last two weeks of the regular season.

F. Players Absent from Games

- a.** Any player who is out of the lineup for more than three consecutive weeks (or six games) is subject to being removed from his/her team by the action of the BoD.
- b.** Managers shall make the President or VP, and the Player Agent aware if any player misses more than two consecutive games for any reason. Failure to do so may be the cause for Disciplinary Committee action against the manager.

Note: Attendance is an essential statistic that requires reporting on a game-by-game basis (by use of the GameChanger application or other league approved method).

CPLL Policy 3 - Uniforms

A. Jerseys

All game jerseys are provided by the league. The game use of jerseys that have not been approved by the league is not allowed. Managers who violate this rule are subject to disciplinary action including suspension.

B. Baseball Pants

Teams may choose any reasonable type or color of baseball pants for their teams. This includes solid colors, pinstripes, or pants with piping. All teams shall require only one pair of baseball pants to be purchased.

C. League Provided Baseball Hats

The player's last name, first name, or an appropriate nickname and/or jersey number may be placed on league provided baseball caps.

CPLL Policy 4 - Managers and Coaches

A. Annual Orientation & Training Requirements

- a. Managers and Coaches must be approved volunteers.

(ref: LLI Regulation 1)

- b. The Manager of each team shall attend a coaching clinic. Coaches are strongly encouraged to attend a coaching clinic. This clinic may be sponsored by CPLL and paid for by the league. If a Manager is unable to attend a CPLL sponsored coaching clinic, he/she will be required to complete an online course as a make-up (as approved by the Coaching Coordinator). Managers who have not completed either the CPLL sponsored clinic nor a make-up online course by a cutoff date determined by CPLL, may be subject to either the removal of the team's practice slots or restrictions placed on the Manager attending practices until proof of course completion is submitted to CPLL.
- c. Managers shall attend a pre-season orientation & safety meeting(s) hosted by CPLL. With prior permission of the Coaching Director, a Coach may attend in place of a Manager.

B. Coaching Conduct and On-Field Presence

- a. Any Managers, Coaches, Volunteers, or Participants who receive a written reprimand from the Conduct Review Committee shall be required to complete the online Positive

Coaching Alliance (PCA) program, chosen by CPLL and without reimbursement, before they are allowed to return to the field. Proof of certification/completion is required to be provided to the chair of the Conduct Review Committee.

Note: Reg XIV states that Manager and Coaches actions “must be above reproach”

- b.** In the AAA division and above, only two Coaches and the Manager are permitted on the field (including the dugout) during the game. Other than when coaching a base, all Coaches and the Manager must remain in the dugout, with the exception that one Coach or Manager is permitted to be outside the dugout as long as he or she remains within one arm's length from the dugout opening.
- c.** In the Tee Ball, A, AA, three Coaches and one Manager are permitted on the field (including dugout) during the game. Other than when coaching a base, all Coaches must remain in the dugout with the exception that one coach is permitted to be outside the dugout as long as he or she remains within one arm's length from the dugout opening.
- d. In all cases, there must be at least one adult manager or coach in the dugout with the kids.**

LLI Regulation XIV(d) and Rule 4.05(b)

- e.** All Divisions: The Manager and coach limitations are enforced starting from first pitch, (i.e. approved volunteers are allowed during warmups and post-game at the Managers' discretion). Coaching or manager changes during a game are only allowed if requested from and approved by the umpire.

- C. Prospective Managers who are Parents or Guardians of Players Evaluating For Higher Divisions**
 - a.** If a son or daughter of a prospective Manager is trying out to play in a higher division than the core ages specified in CPLL Policy 1, that prospective Manager requires BoD approval to manage in the higher division.

CPLL Policy 5 - Code of Conduct

A. Code of Conduct

Incorporated here, by reference, is CPLL's current Code of Conduct.

- B.** The CPLL Code of Conduct shall be in force at all CPLL facilities and events, for all Players, Managers, Coaches, Umpires, Volunteers, Parents, and other visitors at all times including, but not limited to, the pre-season, post-season, Fall Ball, Sandlot, and All-Star practices and games..
- C.** Parents, Guardians, and Players agree to the CPLL Code of Conduct during the registration process.

- D. CPLL has a Conduct Review Committee the purview of which includes alleged violations of the Code of Conduct.

CPLL Policy 6 - Safety

A. Safety Binder

Incorporated here, by reference, is CPLL's current Safety Binder.

B. Motorized Vehicles

Motorized vehicles are not allowed to be ridden within CPLL gates. This includes, but is not limited to, electric bikes (eBikes), pedal-assisted eBikes, electric scooters, electric skateboards, one-wheels, and gas-powered vehicles such as go-karts or powered bicycles.

CPLL Policy 7 - Interleague Games

A. Games Played at Cambrian Park Little League

- a. All inter-league games played on Cambrian Park Little League fields follow LLI Rules as well as CPLL Local Rules.

CPLL Policy 8 - Required Snack Shack Shifts & Game Balls

A. Home Team Provide Snack Shack Volunteer(s), Game Balls, and Home Team Managers Post-Game Check-in

The Home Team Snack sSack volunteer, or pre-arranged buyout, must be present in the CPLL Snack Shack before game balls are given out. The Home team obtains the game balls in the Snack Shack from the on-duty Snack Shack supervisor only. Majors Division receives three game balls, AAA, AA, A divisions receive two game balls. Tee Ball receives two Tee Ball-type balls.

Volunteers shall arrive at least fifteen minutes prior to the scheduled game start.

The last Home Team Manager from each field is required to check in at the Snack Shack prior to leaving. If the Manager fails to do so, the first offense will be a warning and a second offense may result in referral to the Conduct Review Committee.

CPLL Policy 9 - Required Umpiring Service for each Team

- A. Each team in the AA, AAA, and Majors divisions shall provide umpires who have attended an umpire clinic for a minimum number of games to be determined by the Umpire-in-Chief.
- B. Teams are expected to meet half of the required games by the halfway mark (the halfway mark will coincide with the halfway mark determined under CPLL Policy 4(B)e). **If a team has not provided umpires for half of the required games by the halfway mark, then at the Umpire-in-Chief and President's discretion, the Manager will not be allowed to attend practices until their team has fulfilled at least half of the minimum number of games and has scheduled with the Umpire-in-Chief the remaining number of games to meet the requirement.**

- C. The officiating services of youth umpires associated with a team will count towards the umpiring requirements for the associated Manager and team.

CPLL Policy 10 - Required Good Citizenship to Keep CPLL Clean & Organized

A. United States Flag

The Home Team Manager playing on the AAA Field is responsible for putting up the U.S. flag. If there is no AAA team, this responsibility falls to the AA team, and then the A team.

B. Visiting Teams Set Up The Field

Visiting Teams are responsible for setting up the field. This includes dragging the infield, spraying water on the infield, installing bases, chalking lines, and chalking the batters' boxes. Teams visiting our sites for inter-league play will be excused from this duty and CPLL team(s), whether designated Home or Visiting, shall be responsible for these duties.

- C. Managers are responsible for the garbage cans on their team's side of the field. Managers should also remind all of their parents/fans to pick up after themselves. All trash shall be removed from dugouts and bleachers after each game.
- D. The only beverages permitted in the dugout are water and sports drinks.
- E. Managers in the AAA division and up may allow sunflower seeds in the dugout provided the Manager or an assigned coach sweeps the dugout at the end of each game.
- F. Each team will be responsible for cleaning their dugouts and side, including the bleachers and fence lines.
- G. No player shall eat food, seeds, or chewing gum while on the field.
- H. Majors Scorekeeper: The scorekeepers are responsible for picking up trash, sweeping, and locking the Majors booth.
- I. AA & AAA Scorekeepers: The scorekeeper for each field is responsible for putting away all equipment and ensuring the scorekeeping area is clean. This may include securing the scoreboard control panel, locking the scoreboard box, and shutting off the scoreboard.

J. Home Teams Take Down The Field

Home Teams will be responsible for taking down the field, this includes putting away bases, raking the field, locking all doors, and emptying trashcans.

REMINDER: Make sure all equipment doors and bathrooms are closed and locked before leaving the field.

K. Enforcement

Managers who fail to abide by these Policies are subject to Disciplinary Action.

Local Rules

CPLL Local Rule 1 - Pre-Game Field Setup & Schedule

A. Pre-Game Schedule

- a. During the hour before the start of a game, the home team shall have the batting cage for the first 20 minutes with the visiting team use the cage for the following 20 minutes.
- b. During the weekday games, non-playing teams are not allowed in the cages until after both of the teams playing that day have finished using the cages.
- c. 35 minutes prior to game start time: Chalking of the field shall be complete
- d. 30 minutes prior to game start time: The Home Team shall take the field for warm-up.
- e. 20 minutes prior to game start time: The Visiting Team shall take the field for a warm-up.
- f. **15 minutes prior to game start time: the Home Team shall have their Snack Shack volunteer in the Snack Shack and deliver the game balls to the field.**
- g. 10 minutes prior to game start time: Introductions, National Anthem (tournament only)
- h. 5 minutes prior game start time: Home plate conference with both Managers and the Chief Umpire
- i. 3 minutes before the game starts time: Each team will choose a captain, and players will line up along the baselines, and recite the Pledge of Allegiance and Little League Pledge.

Note: CPLL Policy 8 states that games will not be allowed to start until a volunteer from the Home Team is present in the Snack Shack. Games will be stopped if the volunteer leaves the Snack Shack and does not return. The Home Team Manager may face disciplinary action.

B. Enforcement

Any Managers who fail to abide by these rules are subject to Disciplinary Action..

CPLL Local Rule 2 - Mandatory Play (Required Playing Time for AA, AAA, and Majors)

A. For AA

Equal playing time shall be used, and Managers shall use their best efforts to rotate players through all positions throughout the season. Non-starting players must enter the game defensively by the 3rd inning.

B. For AAA

Each player shall bat at least one time and play a minimum of 9 defensive outs in each 5 or 6-inning game played or 6 defensive outs for a 3 or 4-inning game. Innings do NOT need to be played consecutively unless the player is starting a game to make up the minimum playing time from the previous game. In this case, the player may not be removed until the made-up innings

are played AND the 3 innings for the current game are recorded. If an inning ends due to 5 runs being scored, this shall be considered 3 defensive outs played for any players on the field.

C. For Majors

Each player shall bat at least one time and play a minimum of 6 defensive outs in the field. If a player does not meet the minimum play requirement for a game, then the player must start the next game and may not be removed until the made-up outs are played AND the minimum defensive outs are recorded for the current game.

D. Enforcement

Refer to LLI Regulation IV(i).

Note: CPLL requires use of a continuous batting order (see Rule 7 below).

CPLL Local Rule 3 - Official Scorekeeper & Pitch Count Recorder

- A. The GameChanger application shall be used as the official scorekeeping method for the AA, AAA, Major, Junior, and Senior divisions.
- B. The Home Team shall provide the official scorekeeper, with the Visiting Team providing a scorekeeper as a crosscheck.
- C. Scorekeepers shall remain in the CPLL designated scorekeeping area or booth, in close proximity to home plate. Scorekeepers are not permitted to be in the bleachers, on the field, or in either dugout.
- D. The official scorekeeper is the official pitch count recorder and is responsible for tracking individual pitch counts and limits, and once reached, notifying the umpire.

CPLL Local Rule 4 - Noise Restrictions

- A. For Majors and below, all participants, including spectators, are to remain quiet when the pitcher begins their wind-up.
- B. No outside music sources are allowed.

CPLL Local Rule 5 - AA Rules

A. Pitching

- a. All pitcher eligibility rules of LLI Regulation VI apply unless stated herein.
- b. A player who is League Age 10 is not eligible to pitch in the AA Division.
- c. The season halfway point is determined by the CPLL Board of Directors.
- d. During the first half of the season, players pitch innings one through three and a coach pitches the remainder of the game. During the second half of the season, players pitch the entire game.

- e. For each team, there is a limit of three combined walks and/or hit batters (hit by pitcher, HBP) by player-pitcher(s) per inning. When the 3rd combined walk or HBP occurs, the batter is awarded first base and a coach pitches the rest of the inning. The same player-pitcher may return the next inning.
- f. The coach-pitcher shall deliver the pitch from the rubber.
- g. The coach-pitcher shall deliver no more than 5 pitches per batter. Exception: the batter stays alive on a fouled-off 5th or subsequent pitch.
- h. Only swinging strikes shall be counted when the coach is pitching. There are no called strikes during coach pitch.
- i. When a coach is pitching, the player in the pitcher position must have at least one foot on the dirt of the pitcher's mound. The coach-pitcher must make a reasonable effort to avoid interfering with a live play following a pitch. The coach-pitcher (as are umpires) are considered "part of the field" in the event contact is made between the coach-pitcher and a player or live ball.

B. Stopping Play (Pitcher's Circle Rule)

- a. **When any defensive player in possession of the ball is standing with both feet completely on the dirt of the pitcher's mound, the umpire shall immediately call "Time."**
- b. All base runners must immediately stop their advancement and return to the base they most recently occupied or continue to the base toward which they were advancing, as determined by the part C below.
- c. If the pitcher cleanly fields, or catches in flight, a batted ball with both feet completely on the dirt of the pitcher's mound, the pitcher may continue the play (attempt an out on the batter runner or on any other runners) and the ball is live. Otherwise, the umpire shall call time and award bases. The batter is awarded first base and other runners advance as required.

C. Three-quarters Line To Advance to the Next Base

- a. Prior to the start of each game, a white chalk line shall be painted across each baseline at a point forty-five feet from each preceding base (three-quarters of the distance on a sixty-foot basepath).
- b. These lines shall be used to determine whether a runner must return to the previous base or may advance to the next base when time is called by the umpire.
- c. **If any part of the runner's body has reached the three-quarter line at the moment the defensive player establishes possession within the pitcher's circle and the umpire calls "Time," the runner is entitled to advance to the next base without liability to be put out.**
- d. If the runner has not reached the three-quarter line at the moment the umpire calls time the runner must immediately return to the previous base.

- e. The determination of the runner's position shall be made at the instant the defensive player establishes both feet inside the pitcher's circle, not when the runner stops moving.

Note 1: This is a judgement call by the umpire. Reference LLI Rule 9.02(a) - judgement calls are final. No player, Manager or coach shall object to any judgement decision.

Note 2: A three-quarters line is used instead of half-way line in order to encourage the defensive team to get the ball to the center of the infield, as well as reduce the judgment call of "completely" crossing the half-way line (as the rule has been previously).

- f. When multiple runners are advancing and the lead runner has not reached the three-quarter line and must return to the previous base, all trailing runners must also return to their previous bases if forced back by the lead runner's return, regardless of whether the trailing runner(s) had reached their respective three-quarter lines. If not forced back by the lead runner's return, that runner may advance if they have reached the three-quarter line in the umpire's judgement.
- g. Any runner forced to advance shall be granted the next base regardless of position with respect to the three-quarter line.

D. Overthrows

a. Overthrows

An overthrow is defined as a ball which is beyond "a step and a reach" (approximately three feet) from a fielder, including the catcher. If a ball is within the radius of "a step and a reach", in the judgement of the umpire, then the ball remains live.

Example 1: A ball is thrown in the direction of the defensive player covering first base. The ball lands about a foot beyond first base in foul territory. The umpire would call out "live ball" (as, in the umpire's judgment the ball is within a step and a reach of the player covering first base). Defense could attempt to make a play on the runner(s).

Example 2: A ball is thrown in the direction of third base. It hits the fence (foul territory) and rolls along the fence line towards the foul pole. This is beyond a step and a reach from where the player covering third base is positioned, so the umpire would point (using Type B Obstruction Mechanics) and verbalized "that's an overthrow." The runners may be put out and can only advance a maximum of one base.

b. Infield Overthrows

When a defensive player positioned within the infield (dirt or grass, fair or foul territory) makes an overthrow, the following restrictions apply:

- i. Each runner may advance a maximum of one base from the base they most recently occupied at the time of the throw.
Exception: If a runner has reached the three-quarter line but has not yet touched the next base at the time the overthrow is released, that runner is awarded two bases from the base they most recently occupied (one base for passing the three-quarter line, and another following this overthrow rule).

Example: A runner advancing toward second base is past the three-quarter line but has not touched second base when an infield overthrow is released. The runner is awarded two (two) bases and placed on third base.

- ii. In the case of an overthrow, the runner is limited to advancing only one base and is liable to be put out by the defense. If there is a second overthrow, "time" should be called by the umpire, and the runner would remain at the first base obtained after the initial overthrow.

c. Outfield Overthrows

When a defensive player positioned on the outfield grass makes a throw, there are no restrictions on base advancement. Runners may advance at their own risk until one of the following occurs:

- i. A defensive player within the infield gains possession and makes a subsequent throw, at which point the Infield Overthrow rules apply.
- ii. The conditions of the Pitcher's Circle Rule are met and time is called.

E. Coaches on the Field in AA

- a. During the first half of the season, up to two coaches are permitted on the outfield grass during defense; all coaches are permitted to instruct players while the play is live.
- b. During the second half of the season, coaches in the outfield are not permitted.
- c. Coaches on the field (pitching, assisting behind the catcher, or umpiring) are prohibited from instructing players while the play is live but instructing players in between pitches or a dead ball is allowed. Base coaches and dugout coaches are permitted to instruct players at any time.
- d. When a ball is hit off of a coach-pitcher, coach-pitchers shall vacate fair territory in the direction opposite the direction in which the ball is hit.

F. Coaches as Umpires in AA

In the absence of CPLL assigned umpires:

- a. The Manager (preferably) or a coach of the team of defense shall act as the “plate” umpire, positioned behind the pitcher’s mound. The responsibility of this umpire is calling balls or strikes when a player is pitching. This umpire assists on balls in play.
- b. The Manager (preferably) or a coach of the team on offense shall act as the base umpire. They shall be positioned in the A, B, or C position as is situationally appropriate. The responsibility of this umpire is balls in play, outs, three-quarter line judgment, and other on-field calls.
- c. While a coach-pitcher is delivering pitches, the Manager or a coach on defense who is serving as an umpire, becomes the base umpire.
- d. The Managers and/or coaches serving as umpires are responsible for quickly and fairly making calls, that is efficiently and respectfully “getting it right” without favor.

Note: These are often judgement calls by the umpire. Reference LLI Rule 9.02(a) - judgement calls are final. No player, Manager or coach shall object to any judgement decision.

CPLL Local Rule 6 - AA and AAA Five Run & Last Inning Rules at CPLL

A. AA & AAA Five Run & Last Inning Rules

- a. A maximum of five runs are allowed per inning, except for the last inning (see below).
- b. In situations where more than five runners cross the plate, play continues, but only five runs count.
- c. Teams may score more than five in the last inning, but may only bat through the lineup one time.
- d. The last inning is the 6th inning unless otherwise determined by the umpire due to darkness, weather, time limit, etc.
- e. The umpire must make the determination prior to the start of the inning and once made, cannot be revoked, and no innings after it will be played.
- f. In the last inning, when batting through the lineup, both teams bat the same number of players and the number is the higher number of players

Example: if one team has 9 players and the opposing team has 12 players, both teams bat 12 players.

(ref: LLI Rule 5.07)

CPLL Local Rule 7 - Continuous Batting Order at CPLL

- A. A continuous batting order shall be used in Tee Ball, A, AA, AAA, Majors, and Juniors divisions.
- B. In the A division, during the second half of the season, the side is out when 3 defensive outs are recorded or all players have batted. A strikeout is not a defensive out.
- C. If a player leaves a game they will be skipped in the line-up and shall not be counted as an automatic out.

CPLL Local Rule 8 - Playing with Eight Players

- A. CPLL allows teams to start or continue games with eight players.
- B. A game may not be started with less than eight players.
- C. When playing with eight players, the **ninth batting position is skipped without penalty** (i.e. the vacant ninth batting position is not recorded as an out).
- D. If a team has chronic or systemic instances of playing with eight players (or fewer registered players with the use of pool players) players, it may be cause for investigation by the Board of Directors, Conduct Review Committee, and disciplinary actions.

(ref: LLI Rules 4.04, 4.16, 4.17))

CPLL Local Rule 9 - Courtesy Runner

- A. CPLL allows the use of a Courtesy Runner with two outs.
- B. As CPLL uses a continuous batting order, the courtesy runner must be the batter who made the last out.
- C. If the pitcher and catcher of record are both on base, the offense may use two courtesy runners (with the batter scheduled to bat soonest placed closer to scoring).

(ref: LLI Rule 7.14(b))

CPLL Local Rule 10 - Fifteen, Ten, Eight Run Rule

- A. CPLL has adopted this rule.

(ref: LLI Rule 4.10(e))

CPLL Local Rule 11 - CPLL Ground Rules

- A. Fly balls which hit tree branches over the field of play in fair territory, as observed by an umpire, are considered home runs.
- B. If a batted ball, on the fly, hits the netting above the permanent fence on the Minor Field, it is a home run.
- C. Balls obstructed by the outfield fence or sponsor signs, as observed by an umpire, shall be considered a dead ball. The fielder shall raise their arms up to indicate a lodged ball.
- D. The top of the backstop is considered a dead ball area. If a ball comes to rest on the top of the backstop it is a dead ball. If a ball gets stuck in the padding or fence on the Minor field it is a lodged ball and runners may advance accordingly and base runners are awarded bases accordingly.

CPLL Local Rule 12 - Ending the Game (Game Time Limits)

- A. No new inning shall begin once the time allocation has expired.
- B. Time Limits only apply to the regular season. Playoff games do not have time limits.
- C. For AAA and below, a game may end in a tie. For regular season standings a tie is equal to 0.5 wins for each team.
- D. Once an umpire signals the end of a game, no additional play is allowed, including "scrimmage" innings.
- E. Time Limits by CPLL Division are as follows:

Tee Ball	1 hour
Single A	1 hour and 30 minutes
AA	1 hour and 45 minutes
AAA	2 hours
Majors, Juniors, & Seniors	No Time Limit

(ref: LLI Rule 4.10(c)2)

CPLL Local Rule 13 - Remaining in the Batter's Box

- A. CPLL adopts LLI Rule Option 6.02(c): After entering the batter's box, the batter must remain in the box with at least one foot throughout the at bat. See the LLI Rule 6.02(c) for exceptions and penalties.

(ref: LLI Rules 6.05(b)2, 6.02(c))

CPLL Local Rule 14 - Sign Stealing

- A. The stealing and relaying of signs to alert the batter of pitch selection and/or location is unsportsmanlike behavior.
- B. If, in the judgement of the umpire, this behavior is occurring, the team Manager and those responsible including any player(s) and/or coach(es) shall be warned after the first offense.
- C. Those responsible including any player(s), coach(es), and/or Manager shall be ejected from the game for a team's subsequent offense.

(ref: LLI Rule 9.01(d))

CPLL Local Rule 15 - Umpire Positioning

- A. The "plate" umpire may stand behind the catcher or behind the pitcher.

B. In either position, this umpire is usually designated as the Umpire-in-Chief.

(ref: LLI Rule 9.04(a))

CPLL Local Rule 16 - Calling Up Players at the End of Season

A. No player will be called up to the next division (or league) in the last two weeks of the regular season.

(ref: LLI Rule 9.04(a))

CPLL Local Rule 17 - Double First Base

A. Double First Bases shall be used on all CPLL fields effective from the approval date of this document.

Note: implementation of this rule will occur as soon as practical, perhaps including mid-season.

(ref: LLI Rule 7.15))

CPLL Local Rule 18 - Sliding Mitts

A. In AA, A, Tee-Ball, and Skills & Drills, Sliding Mitts are not allowed to be worn during games or practices. Batting gloves are permitted.

B. Enforcement: The opposing Manager may protest the use of a disallowed sliding mitt, and the situation should be remedied immediately for the safety of the base runner. Repeated violations will result in disciplinary action for the player and/or Manager.

Procedures

CPLL Procedure 1 - Volunteers

A. Volunteer Handbook

Incorporated here, by reference, is the current CPLL Volunteer Handbook.

CPLL Procedure 2 - Draft Method

A. Draft Procedure

Incorporated here, by reference, is the document “**Draft Method** - Approved 12/11/2025”

CPLL Procedure 3 - Pool Players

- A. In AA and above, in order to minimize makeup games or forfeits, players with their parents or guardians may opt-in to a pool within their registered division. Players should be willing to participate in extra games during the regular season when teams face a shortage of rostered players within their respective division. Players should also understand that they may be asked to play for any of the teams in their division.

Note: Managers and/or coaches shall not have the right to pick and choose players from the pool.

- B. Under this option, when a player participates in a game on a team other than his/her own team, such player will not be permitted to pitch in that game.
- C. The pool player will bat last and play at least the minimum required playing time.
- D. The pool player(s) may play in the outfield only.
- E. The pool player(s) will wear the uniform of their own registered team, so it is obvious who the pool player is.
- F. Pool players that are called and show up at the game site must play at least nine consecutive defensive outs and bat at least once.

Note: Managers are encouraged to utilize pool players for the entire game, in order to encourage these young athletes to step forward and help a competing team in need.

- G. If an absent player is able to play after a pool player has started to warm up, the pool player must also play.
- H. Pool players will be used to bring the total number of players up to nine, but not more than nine.

Example: If a team of twelve rostered players anticipates two absent players, there should be no attempt to find pool players for that team. If the same team of twelve anticipates four absent players, the league would attempt to find one pool player to bring the total to nine.

- I. The rosters of pool players are kept by CPLL and organized by division (AA and above).
- J. Managers must request pool players at least 24 hours before the arrival time for a game (i.e. a day before one hour before first pitch). The league will attempt to find pool players for late notifications (within the 24 hour window), but doing so may not be possible on short notice.
- K. Each divisional pool player list is divided into three pools / subgroups: players drafted in rounds 1-3, players drafted in rounds 4-8, and players drafted in rounds 9-12 (or beyond). Within each of these pools / subgroups players are randomized.
- L. When a pool player is requested by a Manager, the CPLL will determine the missing player(s) draft position(s). The pool player roster will be utilized to attempt to find an opted-in pool player within the matching subgroup. If players in the matching subgroup are not available, the next lowest subgroup will be used (e.g. no players in subgroup 3 are available, so subgroup 2 is utilized). If multiple players are absent, their average draft position is used if one pool player would bring the team back up to nine players.
- M. At the discretion of the Player Agent and/or President, the roster may be closed by a deadline or open for new submission throughout the regular season. If pool submissions remain open, new pool additions are randomized. Managers are instructed to minimize the use of pool players during CPLL playoff games.
- N. The roster is utilized on a rotating basis. Once a pool player in a subgroup is utilized in the game, that player is placed on the bottom of the subgroup list (i.e. every other subgroup player would be called before that player is called again).
- O. A Manager may choose to field a team eight, but this decision must occur prior to requesting the pool player (i.e. before the identity of the pool player is known).
- P. The President and/or Player Agent may create additional procedures or policies for the implementation of the pool player system.

Note: This approach far exceeds the requirements of LLI Regulation V(c) and most of those used in other leagues within our district. Included in the general notions of fairness and equity these guidelines are working to achieve is the realization that, while a pool player could potentially have an outsized material impact on a game's outcome, the realistic chance of that is very small given batting order and defensive play restrictions. With that in mind and in the final analysis, we do prioritize fielding a team of nine over forfeit or rescheduling games.

(ref: LLI Regulation V(c))

CPLL Procedure 4 - CPLL Championship Series / Playoffs

- A. In the AA, AAA, and Major Divisions, all teams will participate in a seeded double-elimination playoff championship series to be played following the regular season.

Note: The LLI Rule Book "Tournament Rules" do not apply to CPLL end of season playoffs / championships.

- B. Score must be kept for all AA games in the second half of the season inclusive of essential statistics described within these rules.
- C. Seedings for the playoffs will be based on the total record. In the event of a tied seed spot, the following method will be used:
 1. Winning Percentage (based on total wins divided by total games) against other CPLL Teams
 2. Head-to-head record
 3. Runs allowed overall
 4. Runs scored overall
 5. Runs allowed per inning played
 6. Runs scored per inning played
 7. Coin toss
- D. During the playoffs, the higher seeded team is designated as the home team. The home field in the first championship game will go to the team from the winner's bracket (the team that hasn't lost yet). If that team loses the first championship game, a coin toss immediately following the game will determine the home team for the second championship game.
- E. In the event a game is tied at the end of regulation the next inning shall be played as normal.
- F. The AAA and Major playoff champions will represent CPLL in the District 12 Tournament of Champions.

CPLL Procedure 5 - All-Star Player, Manager, and Coach Selection

- A. All-Star Selection Procedure for Players, Managers, and Coaches

Incorporated, by reference, is CPLL's current All-Star Selection Procedure Document.