

Clayton Little League Baseball

Local Rules and Bylaws Adopted 1/2018

Updated 2/2/2020

T-Ball

1. No official score will be kept in T-Ball.
2. A continuous batting order will be used throughout the season. The batting order for a new game will begin with the batter following the last batter of the previous game. Teams may modify the batting order one time during the regular season.
3. All players will play in the field in the TB division. Teams will play with the regular number of infielders and all other players will play in the outfield. Catchers are not used in T-Ball. Coaches should use good judgement as far as pitcher placement based on the batters hitting.
4. Coaches shall rotate players between all positions (infield and outfield) to the extent possible and no player shall play a single position more than one inning per game. The only exception will be first base and pitcher due to safety reasons (if and only when there are not enough players capable of safely catching a thrown ball).
5. The maximum number of batters in one inning will be the maximum number of batters by the team with the most players. For example, if Team A has 12 players in a game and Team B has 8 players, both Team A and Team B can bat 12 players (4 players will hit twice for Team B if three outs are not achieved) in their offensive inning prior to rotating into the field.
6. If three outs are achieved prior to all players batting, the batting team will rotate into the field following the third out.
7. Four (4) coaches are allowed on the field of play. Two offensive team coaches will be allowed in the infield to assist batters and to pitch. Two defensive team coaches will be allowed on the field and shall be located beyond the base paths in the outfield area.
8. All kids will hit off the tee 100% of the time. Coach pitching is discouraged to provide the hitter a consistent hitting experience and build solid mechanics.
9. We will not use an arc to have a minimum distance a ball can be hit but coaches can use good judgement as far as what is a "foul ball" or a ball that did not travel far enough to be in play.
10. For safety reasons, a catcher will not be utilized.
11. For sake of pace of play, no advancing on an overthrow will be allowed in tee ball.
12. On balls hit into the outfield, runners will be awarded an automatic double.
13. No on-deck circle will be used. All offensive players other than batter must remain in the dugout.
14. Bunting is not permitted.
15. Walks are not allowed.
16. There will be no infield fly rule.

17. Runners are not allowed to tag-up.
18. No throwing of bats. First offense will result in a warning. Additional offenses by any player on the team will result in the batter being called out.
19. Players cannot slide head-first into any base, only on a return to the base.
20. The time limit is one hour per game. Coaches have latitude under mutual agreement to finish incomplete innings after the one-hour period. New innings cannot be started after the one-hour limit.
21. Games will be limited to 3 innings based on recommendations from Little League International.
22. Managers and Coaches from both teams have the responsibility for making sure the field is prepared for the game as well as raking the field and making sure all trash is picked up after the game.
23. Teams should be at the field 30 minutes prior to game time.
24. Only players, coaches and official scorekeeper are allowed in the dugout.
25. Head coaches are responsible for the conduct of the players, parents and coaching staff. Poor conduct will not be tolerated.
26. Protests are discouraged and will generally not be ruled favorably if presented to the Board. All disputes during the course of the game should be resolved between coaches, with the first line of appeal being to the Player Agent, next to the Vice President.
27. Make-up games will be scheduled on the next open day that is mutually agreeable by each team. Generally, this will be the Friday or Saturday following the rained out game.
28. Chatter from the dugout or field must be in support of the teammates only and not directed toward the opposition in anyway.
29. All players and coaches are to observe proper baseball dress codes. Shirt- tails are to be tucked in and hats are to be worn correctly

Machine Pitch

1. The home team will keep the official scorebook.
2. A continuous batting order will be used throughout the season. The batting order for a new game will begin with the batter following the last batter of the previous game. Teams may modify the batting order one time during the regular season and one time before the regular season tournament. An open batting order will be utilized for any tournament play (except All Stars), and may be changed game to game.
3. 10 players will play in the field. Teams will have players in all six infield positions (including catcher) as well as four outfielders. Remaining players will be placed in the outfield. All players, whether they are playing in the field or not, will be in the batting order. Free substitution will also be permitted. Every player present must play at least two innings (or 6 consecutive outs) per game in the field and no player shall sit out two consecutive innings.
4. Games may be played with only 8 players if necessary. If playing with 8, a catcher must still be utilized.
5. Coaches shall rotate players between all positions (infield and outfield) to the extent possible and no player shall play a single position more than three innings per game. The only exception will be first base, pitcher and catcher due to safety reasons (if and only when there are not enough players capable of safely catching a thrown/batted ball).
6. There will be two imaginary 48" diameter circles at the pitching area, one on each side of the pitching machine. The pitcher must occupy one of the pitching circles (at least one foot in circle) when the ball is hit.
7. Batted ball hitting the pitching machine or coach feeding the pitching machine results in a dead ball, batter and all runners on base will be awarded one base.
8. The maximum number of batters in one inning for either team will be the total number of players on the team with the most batters in their line-up, UNLESS the 5 run rule in the inning is reached. 5 runs will be the maximum amount of runs allowed per inning in the first 4 innings. After the 4th innings, there is no run limit.
9. If three outs are achieved prior to all players batting, the batting team will rotate into the field following the third out.
10. The pitching machine will be at a set at given velocity at a distance of 40 feet and remain at the same speed the entire game. No corrections/changes can be made to speed or arch during an inning - only after a complete inning. Machine setting will be tiered up throughout the year on specific dates. The settings will tier up in the following order. 5-4-3, 6-3-3, 7-3-3.
11. Each batter will get a maximum number of 5 pitches (regardless of whether the pitches are balls or strikes) or three swinging strikes with no walks. Exception is foul ball on last pitch. As long as the batter fouls the pitch, he remains alive.
12. Four (4) coaches are allowed on the field of play. Two offensive team coaches will be allowed in the infield to assist batters and to feed the pitching machine. Two defensive team coaches will be allowed on the field and shall be located beyond the base paths in the outfield area.
13. Stopping of base runners is determined by one of the following: 1) The lead runner is stopped or put out at the base he/she is advancing towards; 2) After runner has advanced one extra base on an overthrown ball to a base.

14. On balls hit into the outfield, runners may continue to advance until play is stopped per above.
15. Runners are only allowed to advance one additional base for overthrown balls to a base. If the ball remains in fair territory, the additional base is not automatic and the runner can be thrown out if advancing. The intent is to encourage the players to make a play instead of just stopping play.
16. No on-deck circle will be used. All offensive players other than batter must remain in the dugout.
17. Bunting is not permitted.
18. There will be no infield fly rule.
19. Runners may tag-up after a caught fly ball.
20. No throwing of bats. First offense will result in a warning. Additional offenses by any player on the team will result in the batter being called out.
21. Players cannot slide head-first into any base, only on a return to the base.
22. There is no hard time limit per game. There is to be no new inning started after the one hour and fifteen minute mark. A regular season game will be considered a complete game if it reaches the one hour and fifteen minute mark.
23. The coaching staff of both teams have the ultimate responsibility for making sure the field is prepared for the game as well as raking the field and making sure all trash is picked up after the game.
24. Teams should be at the field 30 minutes prior to game time. Lineup must be given to official scorekeeper fifteen minutes before game time.
25. Only players, coaches and official scorekeeper are allowed in the dugout.
26. Head coaches are responsible for the conduct of the players, parents and coaching staff. Poor conduct will not be tolerated.
27. Protests are discouraged and will generally not be ruled favorably if presented to the Board. All disputes during the course of the game should be resolved between coaches, with the first line of appeal being to the coaching coordinator, next to the league VP. Once the dispute or protest has been ruled upon by an appropriate league official, this decision is final, the game shall commence, and no other recourse is available.
28. Make-up games will be scheduled on the next open day that is mutually agreeable by each team. In general, that will be the Friday or Saturday following a rain out.
29. Chatter from the dugout or field must be in support of the teammates only and not directed toward the opposition in anyway.
30. All players are to observe proper baseball dress codes. Shirt- tails are to be tucked in and hats are to be worn correctly

Kid Pitch

1. A continuous batting order will be used throughout the season. The batting order for a new game will begin with the batter following the last batter of the previous game. Teams may modify the batting order one time during the regular season and one time before the regular season tournament. An open batting order will be utilized for any tournament play (except All Stars), and may be changed game to game.
2. All players will play a minimum of 2 innings (6 outs) per game in the field and 1 at bat.
3. The game will be called a complete game when the home team is leading by 10 runs after 3 ½ innings and after 4 innings when the visiting team is winning.
4. There will be a 5-runs per offensive half of inning per team for the first 4 innings. There will be no run limit after 4 innings.
5. There will be no hard time limit per game. A regular inning should not be started after 1 hour 30 minutes, and the game finished. Innings started under this criteria should be completed.
6. It is mandatory that you provide a pinch runner for your catcher with two outs. This should be a substitute player: if a substitute is not available then your last batted out should be utilized.
7. A regular season game will be considered a complete game if it reaches the one hour and thirty minute mark.
8. Coaches (including managers) are restricted to the dugouts and base coaching boxes during the game. Coaches are not allowed on the field of play when the ball is live, and may enter the field of play only when the umpire has approved their entry during a timeout.
9. Coaches shall not coach outside the dugout (ie, from the bleachers or sidelines).
10. The pitching rules will be as prescribed in the 2018 Little League Rules, including pitch count criteria. This will include all make-up games. In Fall Season, Pitchers will be limited to a Maximum of Two (2) innings pitched OR pitch count maximums for that age within the 2 eligible innings. A full inning will be counted if entered mid inning.
11. In the event a team loses a player during the course of the game, an automatic out *will not* be charged to the team when the departed player comes to bat.
12. A game can be started and played with 8 players. The team without a ninth player *will not* be charged an out when the ninth batting position comes to the plate.
13. A warning will be charged for the first occurrence of slinging the bat. The second offense may constitute an out, and is solely the judgment of the umpire.
14. If a player refuses to bat at each occurrence to the plate, each at bat will be considered and out.
15. A baserunner will be called out for leaving the base early, following the issuance of one warning per team. This modification is provided to speed up games. (Rule 7.13 is referenced for coaches for all-star tournament play).
16. Intentional walks are not permitted in Minors or Majors.

17. All equipment should be in accordance with Little League Rules. The umpires, coaches, coaches' coordinator, and any vice president, and president shall have the authority to waive what are deemed to be minor deviations during the game if 1. such deviations do not create a safety hazard during the game in play and 2. such deviations are in the best interest of the player(s) during the course of the game. All minor equipment deviations, if allowed, should be corrected prior to the team's next game. Under no circumstance will the use of an illegal bat be considered a minor deviation.
18. Protests are discouraged and will generally not be ruled favorably if presented to the Board. All disputes during the course of the game should be resolved between coaches and umpire, with the first line of appeal being to the coaching coordinator, next to the league VP. Any dispute that cannot be resolved between the coaches and umpire on the field, will be put in writing prior to be ruled upon by the coaches' coordinator or any other prescribed league official. Once the dispute or protest has been ruled upon by an appropriate league official, this decision is final, the game shall commence, and no other recourse is available.
19. The home team will keep the official scorebook.
20. The coaching staffs from both teams will be responsible for preparing the field for the game and raking the field after the game. Not performing this duty will result in the automatic forfeit of the game.
21. Make-up games will be scheduled on the next open day that is mutually agreeable by each team. Generally that will be the following Friday or Saturday of the rained out game.
22. Chatter from the dugout or field must be in support of the teammates only and not directed toward the opposition in anyway.
23. All players and coaches are to observe proper baseball dress codes. Shirt- tails are to be tucked in and hats are to be worn correctly

Juniors

1. The Juniors will have inter-league play. The rules for inter-league play will be determined by a council of leagues and will be applicable for all inter-league games. The rules contained herein are for games played within CLL, and should be generally consistent with inter-league play rules.
2. A continuous batting order will be used throughout the season. The batting order for a new game will begin with the batter following the last batter of the previous game. Teams may modify the batting order one time during the regular season and one time before the regular season tournament. An open batting order will be utilized for any tournament play (except All Stars), and may be changed game to game.
3. Games will be scheduled for 1:45 hour time periods. A regular inning should not be started after 1 hour 45 minutes. Innings started under this criteria should be completed, even in the event that completion of the inning exceeds the 2-hour scheduled time period.
4. It is mandatory that you provide a pinch runner for your catcher with two outs. This should be a substitute player, if a substitute is not available then your last batted out should be utilized.
5. A regular season game will be considered a complete game if it reaches the time limit criteria.
6. All players will play a minimum of 2 innings (6 outs) per game in the field.
7. The game will be called a complete game when the home team is leading by 10 runs after 3 ½ innings and after 4 innings when the visiting team is winning.
8. There will be a 5-runs per offensive half of inning per team for the first 3 innings. There will be no run limit after 3 innings.
9. Coaches (including managers) are restricted to the dugouts and base coaching boxes during the game. Coaches are not allowed on the field of play when the ball is live, and may enter the field of play only when the umpire has approved their entry during a timeout.
10. Coaches shall not coach outside the dugout (ie, from the bleachers or sidelines).
11. The pitching rules will be as prescribed in the 2018 Little League Rules, including pitch count criteria. This will include all make-up games. In Fall Season, Pitchers will be limited to a Maximum of Two (2) innings pitched OR pitch count maximums for that age within the 2 eligible innings. A full inning will be counted if entered mid inning.
12. In the event a team loses a player during the course of the game, an automatic out *will not* be charged to the team when the departed player comes to bat.
13. A game can be started and played with 8 players. The team without a ninth player *will not* be charged an out when the ninth batting position comes to the plate.
14. A warning will be charged for the first occurrence of slinging the bat. The second offense may constitute an out, and is solely the judgment of the umpire.
15. A maximum of no more than one intentional walk per player is allowed per game.
16. All equipment should be in accordance with Little League Rules. The umpires, coaches, coaches'

coordinator, and any vice president, and president shall have the authority to waive what are deemed to be minor deviations during the game if 1. such deviations do not create a safety hazard during the game in play and 2. such deviations are in the best interest of the player(s) during the course of the game. All minor equipment deviations, if allowed, should be corrected prior to the team's next game. Under no circumstance will the use of an illegal bat be considered a minor deviation.

17. Protests are discouraged and will generally not be ruled favorably if presented to the Board. All disputes during the course of the game should be resolved between coaches and umpire, with the first line of appeal being to the coaching coordinator, next to the league VP. Any dispute that cannot be resolved between the coaches and umpire on the field, will be put in writing prior to be ruled upon by the coaches' coordinator or any other prescribed league official. Once the dispute or protest has been ruled upon by an appropriate league official, this decision is final, the game shall commence, and no other recourse is available.
18. The coaching staffs from both teams will be responsible for preparing the field for the game and raking the field after the game. Not performing this duty will result in the automatic forfeit of the game.
19. Make-up games will be scheduled on the next open day that is mutually agreeable by each team.
20. Chatter from the dugout or field must be in support of the teammates only and not directed toward the opposition in anyway.
21. All players and coaches are to observe proper baseball dress codes. Shirt- tails are to be tucked in and hats are to be worn correctly

| CLL 2020 ByLaw SnapShot | Tee Ball | Machine Pitch | American | National | Juniors |
|--|-----------------|----------------------|-----------------|-----------------|----------------|
| Ages | 4 to 6 | 6 to 8 | 9 to 11 | 10 to 12 | 13&14 |
| Field Size | 46/60 | 46/60 | 46/60 | 46/60 | 60/90 |
| Outfield Fences | 180' | 180' | 180' | 180' | 320' |
| Official Score Kept (Spring Only) | No | Yes | Yes | Yes | Yes |
| Official Book Kept By | NA | Home Team | Home Team | Home Team | Home Team |
| Continuous Batting Order* | Yes | Yes | Yes | Yes | Yes |
| # of Players in Field | All | 10 | 9 | 9 | 9 |
| Minimum Innings/Outs Play | NA | 2/6 | 2,6 | 2,6 | 2,6 |
| Max Innings at Single Position** | 2 | 3 | NA | NA | NA |
| Run Limit (1st 4 Innings) | NA | 5 | 5 | 5 | 5 |
| Mercy Rule (10 Runs After 3) | No | Yes | Yes | Yes | Yes |
| Drop 3rd Strike | NA | Out | Runner | Runner | Runner |
| # of Coaches on Field | 4 | 4 | 2 (1st & 3rd) | 2 (1st & 3rd) | 2 (1st & 3rd) |
| Catcher Utilized | No | Yes | Yes | Yes | Yes |
| On Deck Circle Allowed? | No | No | No | No | No |
| Bunting Allowed? | No | No | Yes | Yes | Yes |
| Infield Fly Rule | No | No | Yes | Yes | Yes |
| Intentional Walks Allowed? | No | No | No | No | 1 |
| Pitching Limit (Spring/Fall)*** | NA | NA | Count/Innings | Count/Innings | Count/Innings |
| Tagging Up Allowed? | No | Yes | Yes | Yes | Yes |
| No New Inning After | NA | 1hr15min | 1hr30Min | 1hr30Min | 1hr45Min |
| | | | | | |
| Time Limit | 1hr Hard Stop | None | None | None | None |
| Field Prep Team | Home&Away | Home&Away | Home&Away | Home&Away | Home&Away |

For More Detail, Please Refer to the CLL Bylaws and LLI Rule Book

** Except Tournament Play*

*** Unless Safety Concern*

**** In Fall, 2 inning Limit*

*****NO hard stop. Finish inning out*

Selection of Players (Regular Season)

General

The Board will supervise all evaluations, drafts, and player assignments. The players agent will be responsible for the organization and execution of the evaluations, drafts and player assignments.

Any disputes between the coaches during the draft will be resolved by the coach's coordinator and the vice president. The vice president will have the final decision-making authority on draft day.

In the event that there is a dispute following the draft or assignment of players, any requests for further dispute resolution will be placed in writing and appealed to the Board. Appeals to the Board are strongly discouraged.

The intent of the establishment of all teams is to provide a balanced and competitive atmosphere for all players, parents, and coaches who participate in Clayton Little League. All participants in the selection of players are expected to participate in a manner that is consistent with this goal.

T-Ball

All players will enter the selection pool each year in these divisions.

Players will be assigned at random, with older players assigned first and younger players last. All players will be assigned to a team.

Following the assignment of players, coaches will review assignments of each team. Trades or adjustments may be made prior to the first practice, in order to achieve balanced talent among each team.

Any player not registered on draft day will be assigned on a first-come basis, and with approval of the Board.

The last day to assign new players to a team will be two weeks prior to the first game.

Machine Pitch

All players will enter the selection pool each year in these divisions.

All players will be evaluated and assigned a score by the team manager and/or external evaluator indicating their performance.

Players will be assigned using a draft process by the team manager. All players will be assigned to a team.

Following the assignment of players, coaches will review assignments of each team. Trades or adjustments may be made on the day of the draft in order to achieve balanced talent among each team.

Any player not registered on draft day will enter a "waiting list". These players will be assigned on a first-come basis, and with approval of the Board.

The last day to assign new players to a team will be two weeks prior to the first game.

American and National

All players will enter the selection pool each year in these divisions.

All players will be evaluated and assigned a score by the team manager and external independent evaluator indicating their performance.

Players will be assigned using a draft process by the team manager. Managers in the National league will draft first. All 12-year-old players MUST be selected first. Then National managers will pick between 10 and 11-year-old players to complete their remaining rosters. There will be a hard-ranking number that managers may not select a player ranked lower than that number. After all National league teams have been drafted, the remaining players will go to the American league. American league managers do not have mandatory pick requirements. However, all kids must be chosen and all efforts to balance teams should be made.

Following the assignment of players, coaches will review assignments of each team. Trades or adjustments may be made on the day of the draft in order to achieve balanced talent among each team.

Any player not registered on draft day will enter a "waiting list". These players will be assigned on a first-come basis, and with approval of the Board.

The last day to assign new players to a team will be two weeks prior to the first game.

Evaluation and Draft Process (Machine Pitch, Minors, Majors and Juniors

The evaluation will be conducted following the general guidelines below. Criteria could change based on location and other factors.

- All players will participate in the evaluation. Each team (manager), along with an unaffiliated evaluator (if applicable) will be provided an evaluation form and will rate the players in an honest and unbiased manner.
- Players will be ranked on a scale of 1 to 5 (1 least favorable and 10 most favorable) for in fielding, pitching, speed, and hitting mechanics.
- Managers are encouraged to take notes on a separate sheet of paper. There will be independent evaluators assigning scores that will be processed into a ranking in an evaluation app. These rankings will be distributed to all managers prior to the draft.
- Machine Pitch/ American/National and Juniors will be evaluated and drafted on the same weekend. The rankings generated by the skill shark app will be used as a guideline for team fairness.
- Players who made all-stars the previous year, either with CLL or with another league, will be indicated to all coaches to the extent this information is known.
- Team Manager and one (1) assistant coach are allowed on the field to evaluate and participate in the draft.

All players will attend evaluations. Failure to do so will result in a player being placed on a waiting list until they attend an evaluation.

Immediate family members will be assigned to the same team, unless requested otherwise.

Manager and 1st assistant coaches' kids will be the only kids considered to be drafted to a specific team. We will use the skill shark ranking to determine what round these kids will be selected. For example: Manager Smith child is ranked #7. If there are 5 teams in the league, Manager Smith must use his second round pick on his child.

The son/daughter of a potential second assistant coach will be subject to the draft. In the event the player is not selected to the desired team, then a trade should be implemented or the requesting team will find another second assistant coach from its drafted roster.

Managers shall draw numbers to decide the selection they shall have in the draft. The draft will be done in

Special Notes

Players that do not evaluate will be placed on a waiting list until they complete an evaluation or the board of directors places them on a team.

Immediately following the draft, trades will be allowed to balance team and to assure that family members and/or neighbors are assigned together, if applicable and if needed. All trades must be completed by 6 PM on the Monday following the draft, and are subject to the approval of a majority of managers and player agent Trades should be used on a very limited basis, and are generally discouraged.

6 and 8-year-old players are eligible to try out to play up into the next available league. If they evaluate in the bottom 20% of that league, they will not be allowed to play up. The board has discretion to amend this ruling.

Players will play at their age level for all-stars with the hope of having enough kids to field a team in each age bracket. If there are not enough players for an age division, players will be allowed to play up into the next all-star division. All players interested in all stars should fill out a letter of intent to play all-stars at registration so players can be evaluated throughout the year.

Players who play-up may be eligible for all-star selection at their Little League age level, as determined by the Board each year and if allowed by Little League International. Play-up players who play "down" for all-stars are expected to be limited in number, and the intention of the Board to allow a limited number of players to play down on the respective age group all stars will be communicated by the Board to all coaches within the league prior to final approval of all-stars.

Each roster must be provided to the Board for official approval. No rosters may be changed following approval of the Board.

Players from the American may be allowed to be designated as substitute players for the National. Any team shall have no more than two substitute players.

Substitute players are not eligible to pitch when playing as a substitute player in the upper division. Substitute players are intended to help the upper division team maintain a full roster and to provide the substitute player with additional experience. Substitute players should not displace regular roster players;

coaches are encouraged to pro-actively communicate with substitute players each week as to the need for their services. Substitute players are not eligible for the all-star team in the upper division.

All designated managers and coaches on draft day must be registered coaches with Little League International. Teams that violate this policy are subject to forfeiture of all wins during the season, and subject to disqualification from any post-season tournaments.

Regular Season Tournament

The regular season tournament shall be single or double elimination, as determined by the local Board of Directors two weeks before the start of the tournament.

It is the sole discretion of the Board to shorten the tournament (and declare a champion) in the event of multiple rain days or other events outside the control of the League.

This tournament will be subject to the official Little League rules with local amendments.

Post Season Tournament (all-star) Teams

Post-season tournament teams shall exist at the approval of the Board. These represent the league when playing in tournaments.

The selection of teams will be in accordance with the eligibility requirement of Little League Official Rules.

These teams, its players and coaches will follow the Clayton Little League All Star Rules and Regulations contained in a separate document covering the All Star Tournament and Process.