CENTRAL LITTLE LEAGUE

LOCAL LEAGUE RULES

ID# 04054309

C.L.L.R. #1 Membership Page 2

C.L.L.R. #2 Registration and Skills Evaluation Page 2

C.L.L.R. #3 Player Selection and Eligibility Page 3

C.L.L.R. #4 Managers and Coaches Selection and Responsibilities Page 3

C.L.L.R. #5 Manager, Coach, and Player Discipline Pages 3-4

C.L.L.R. #6 Code of Conduct and Dress Code Pages 4-5

C.L.L.R. #7 Complaints Page 6

C.L.L.R. #8 Game Schedules Pages 6

C.L.L.R. #9 Practices Page 7-8

C.L.L.R. #10 Practice Games Pages 8

C.L.L.R. #11 Game Rules by Division Page 8-10

C.L.L.R. #12 General Rules and regulations Pages 10-11

C.L.L.R. #13 Tournament Selections and Regulations Page 11

C.L.L.R. #14 Equipment care, check in and out Page 11

C.L.L.R. # 15 Sponsorships and Fundraisers Page 12

C.L.L.R. #16 Snack Bar Pages 12-13

INTERLEAGUE PLAY RULES PAGES 12-18

**C.L.L.R. #1 MEMBERSHIP**

**Section 1 - General**

 Any parent/guardian are welcome to become active participants of Central Little League. As long as they remain members in good standing.

**Section 2 - Membership Benefits**

 A. Active participants may attend regular Board meetings, but not present (eligible), during voting of any kind.

 B. Active participants may participate in elections (Annual Meeting).

 C. Active participants are eligible and are encouraged to run for Board positions.

 **C.L.L.R. #2 - REGISTRATION AND SKILLS EVALUATION**

 **Section 1 - Registration**

 A. Little League registration and skills evaluation will be held no later than the last day of February.

 B. The Board of Directors shall establish the dates and times for registration and skills evaluations for Central Little League.

**Section 2 - Skills Evaluation**

 A. All players, league age 10 or older are required to participate in a skills evaluation prior to the player draft.

 B. Any player who wants to be a candidate for Majors, 50/70, Juniors and Seniors. needs to participate in at least 1/2 of the scheduled skills evaluation.

C. Any player failing to participate in the skills evaluation shall be drawn AFTER all evaluated players have been placed on a team.

 D. T-Ball and Minor divisions are exempt from skills evaluation.

 E. Divisions with only 1 team will not need to tryout

**C.L.L.R. #3 - DIVISIONAL AGE BREAKDOWN AND DRAFT**

**Section 1 - Divisional Age Breakdown**

 A. Ages for respective divisions will be as follows:

 1. Senior – 13,14,15 and 16

 2. Intermediate - 13

 3. Major - 10,11 and 12

 6. Minor -7,8,9

 7. T-Ball – 4,5,6

**Section 2 - Draft**

A. A date and time for a player draft for the Majors, 50/70, Juniors and Seniors Senior divisions will be set by the Board of Directors.

 B. T-ball & Minor players will be assigned by the Player Agent with/without the assistance of the Board of Directors.

 C. The Majors, 50/70, Juniors and Seniors draft procedures will be consistent with the current Little League Baseball manual.

 D. The Majors, 50/70, Juniors and Seniors league draft will work as follows:

 **1.** The draft will be determined by random drawing.

 **2.** The teams will be selected in a descending/ascending order.

 EXAMPLE:

 Round 1 - Team 1,2,3,4,5

 Round 2 - Team 5,4,3,2,1

 Round 3 - Team 1,2,3,4,5

 E. Players who do not attend tryouts. Will be drawn Once ALL PLAYERS are drafted from the skill evaluations.

 **C.L.L.R. #4 - MANAGERS AND COACHES SELECTION AND** RESPONSIBILITIES

**Section 1 - Manager and Coach Selection for Regular Season**

 A. The guidelines set forth in the Official Handbook and Manual of Little League Baseball, Incorporated shall be the primary reference in the selection of managers and coaches for Central Little League.

 B. If managers from the previous season desire to continue managing, and if no major problems have occurred because of that particular managers ability to manage, or conduct themselves, the manager could be given first priority by the President, and the Board of Directors for the current season.

 C. It is the responsibility of the manager to submit the names of desired coaches to the President for appointment and Board approval. Your Coach MUST be approved.

 D. If a Board member, or a relative of a Board member, is nominated for the position of manager, or coach, that member must leave the Board room during discussion of qualifications. The member will return for the vote, which in this case would be private, written ballot.

**Section 2 - Managers and Coaches Responsibilities**

A. Managers and coaches must submit a volunteer application and must complete all required courses and certifications required by little league baseball before any practice begins.

 B. Applicants who do not return a volunteer application will not be considered for the position for which they are applying.

 C. All managers and coaches will submit to a background check.

 D. All managers and coaches will attend mandatory pre-season meetings to discuss Little League and Local League rules and regulations.

 E. All managers will conduct a parent meeting in conjunction with a member of the Board of Directors in order to establish communications and insure parent participation in league programs and fundraisers.

 F. All managers and coaches must fully support mandatory league fundraisers, snack-bar

 duties and clean-up days.

 G. Each manager or coach shall be responsible for signing out and care of team equipment and uniforms from the Equipment Manager.

 H. Managers and coaches must do their best to instill the positive values intended for Little League Baseball. Winning shall not be the main goal of a Manager or Coaches.

 I. Every Manager and Coach shall attend a District Safety/Child Protection Meeting. Each coaching staff should have (not mandatory) at least one member who is CPR and First Aid certified.

 J. Managers must attend 80% of games and/or practices to remain managing a team. less than 80% will need approval of the Board.

**C.L.L.R. #5- MANAGER, COACH, AND PLAYER DISCIPLINE**

**Section 1 - Manager and Coach Discipline**

 A. If a manager or coach is ejected from a game, they must leave the field immediately and not allowedat the facilities or attend the following team game. (Not even sit in the bleachers).

 B. If a manager or coach is observed acting in an UN-sportsmanlike manner, such as (but not limited to), throwing of any object, use of profanity, etc., that manager or coach will not be permitted to attend the following game with their team.

 C. If a manager does not attend, or send a team representative for a game, attend clean updates, or mandatory meetings with the Board, any team snack bar duties, the following action will be taken:

 **1. First offense:** They may not (upon Board review) attend their next regularly scheduled game. (not even sit in the bleachers)

 **2. Second offense:** They may not (upon Board review) attend their next two regularly scheduled games. Will not be considered for All-Star participation in any capacity for the current season.

 (not even sit in the bleachers)

 **3. Third offense**: They will (upon Board review) be dismissed as manager.

 (Note: the President has the authority to remove a manager at any time regardless of the offence)

 D. All Managers and Coaches shall sign a Code of Conduct Agreement.

 E. At no time may a manager or its coaches discipline a team or individual player for mental or physical error, which occurs during a game or practice.

 F. Corporal punishment will not be tolerated at Central Little League, if in violation of this rule an immediate expulsion from the league and the facilities will be enforced.

**Section 2 - Player Discipline**

The following will not be tolerated and will be discussed at All league meeting.

 **1.** Profanity (spoken, written, or gestured)

 **2.** Insubordination in regard to misbehavior.

 **3**. Vandalism of League or City property.

 A. Any violation of these rules will be an automatic suspension and the player must sit on the bench in his/her uniform during the game for which he/she was suspended from and the player will be suspended from the following game.

 B. The player must sit out 1 game prior to re-entering.

 C. Appearance before the Board will be required.

 D. Ejected players must exit the playing field. If the parent/guardian is not available, the ejected player must sit by an Official League representative until their parent, or legal guardian arrives.

 E. If a player inadvertently throws his/her bat during a swing, he/she will be warned. If it happens again during the game, the batter will be called out (umpire discretion).

 F. A player who is benched may not enter a game for an injured player. If a player shortage occurs, the game will be forfeited.

 G. All player’s minors and above will sign a player’s code of conduct.

 H. If a player exhibits behavior that is deemed inappropriate by the Board, the player will receive the following disciplinary action:

 **1. First offense:** One game suspension and mandatory appearance before the Board with parent(s)/legal guardian(s), or its designated representatives.

 **2. Second offense:** Two game suspension and mandatory appearance before the Board, with parent(s)/legal guardian(s), or its designated representatives, and loss of All-star tournament privileges for the current season.

 **3. Third offense**: Suspension for all remaining games (upon Board review). In such case, no refunds shall be given.

 **4.** The players parent(s)/legal guardian(s) will be notified in writing of any action to be taken by the league against their child.

 **NOTE: The Board of Directors is not bound by sequence of the above penalties. If an offense is considered serious enough, more severe action may be taken.**

**C.L.L.R. #6 - CODE OF CONDUCT AND DRESS CODE**

**Section 1 - Conduct**

 A. All Officers, Umpires, Managers, Coaches, and active participants of Central Little League shall conduct themselves in an orderly fashion, displaying the ideals of sportsmanship, honesty, loyalty, courage and the respect for authority at all times while engaged in the active support and participation of the activities of Central Little League and/or Little League Baseball, inc.

 B. All active participants shall cooperate with Central Little Leagues efforts to promote the safety of all members, on and off the field, and to discourage any abuse or destruction of equipment, property of Central Little League.

 C. Active participants who display threatening behavior, or abuse of a physical or verbal nature, shall face the following disciplinary actions at the Boards discretion

 **1. First Offense**: Receives a certified letter of unacceptable conduct and possible suspension from Central Little League premises for the next appropriate game.

 **2. Second Offense:** Suspension from the next two appropriate games and must appear before the Board of Directors. A follow-up, certified letter of unacceptable conduct explaining the members action as well as the Boards disciplinary action taken.

 **3. Third Offense**: Immediate suspension from Central Little League premises for the remainder of the season (upon Board review).

**NOTE: The Board of Directors is not bound by the sequence of the above penalties. If an offense is considered serious enough, more severe action may be taken.**

 D. There shall be no Gentlemen's Agreements, made by managers, coaches, umpires or any other representative of Central Little League. Only rules and regulations established by Little League Baseball Incorporated, the Central Little League Constitution, and the Central Little League Local Rules will be binding. E. Managers, coaches, and players will not be allowed to heckle or make comments to or about players in a manner which is contrary to good sportsmanship. This also includes any bleacher comments

 F. Managers will show restraint when questioning an umpire’s call. Remember, according rule 9.02A, an umpire’s decision is final.

 **1.** Per Little League rules, coaches may not leave the dugout to question an umpire’s call. This also includes the coaching box on the playing field. Only the Manager can approach the umpire. G. No negative disparaging remarks will be made about Central Little League or its Board of Directors. H. Players, managers, coaches, and umpires will remain in the playing field/dugout area during their game/practice except to use the restroom facilities.

 I. No player, manager, or coach shall have soft drinks or snacks, including gum in the playing field/dugout area.

 J. Any child who is rightfully reprimanded for improper behavior or vandalism may temporarily or permanently lose their right to play for Central Little League for the remainder of the current season and may be removed from their current roster.

 K. No one shall ever inappropriately touch an umpire with any part of his/her body or with any other object.

 **1.** If violated, such active participant will lose any position(s) held with Central Little League.

 L. No manager, coach, or umpire will partake in any drugs, alcohol and or tobacco products during a game or practice in which they are involved.

**Section 2 - Dress Code**

 A. Managers and coaches shall wear, closed toed-shoes, shirts, pants or shorts, preferably in team colors.

 B. Umpires shall wear attire appropriate for the position.

 C. Players must wear official uniforms as designated in the Little League Rule Book.

 D. Uniforms must be the appropriate size, shirts tucked in, and pants at the appropriate height, and baseball caps worn with bill in front, except catcher while playing.

 F. Uniforms are only to be worn at games.

 G. Metal cleats worn only by the Upper divisions and not allowed on the 50/70 pitcher's mound

 H. Cups are mandatory for all male players

**C.L.L.R. #7 - COMPLAINTS**

**Section 1 - Procedures**

 A. The Board member who fields the complaint shall discuss it with the appropriate Coaching Coordinator(s) .

 B. If the complaint is considered serious, the President must be notified, and a Board meeting shall be called to deal with the complaint.

 C. The protest committee to include any and all Board Members.

 D. Suggestions will be considered no later than the next scheduled board meeting.

 E. Complaints will be considered and evaluated by the Board Member fielding complaints.

**C.L.L.R. #8 - GAME SCHEDULES**

**Section 1 - Games Schedules**

 A. All games scheduled shall be in accordance with Little League Rules and Regulations, Section VII, Rules (a) though (h).

 B. Any Inter-League Game played must follow inter-league rules.

 C. Games played Monday through Thursday night may not have an inning start after 9:30 p.m.

 D. Games played Friday or Saturday night may not have an inning start after 10:00 p.m.

**Section 2 - Tee Ball**

 A. Games will start at its allotted start time (no grace period).

 B. There will be a drop time of 1hour, regardless of inning or who's at bat.

 C. Managers will not dismiss their players until the dugouts and bleacher areas are clean ( THIS IS MANDATORY).

**Section 3- Minor League**

1. Minor games will start at allotted start time with a 15-minute grace period.

No new inning after 1 hour and 30 minutes. Drop dead at 1 hour 45 minutes. In the event of a tie, the game will stand and will not be broken at a later date

 B. The season will consist of no more than 24, and no less than 12 games.

 C. An attempt will be made to make up rained out or postponed games.

 D. Post-game meetings shall last no longer than 10 minutes after the completion of the game and the dugout is cleaned.

 E. Managers will not dismiss their players until the dugouts and bleacher areas are cleaned. (MANDATORY).

**Section 4 - Major League**

Major games will have a 15-minute grace period to begin games.

No new inning after 1 hour and 45 minutes. In the event of a tie, the game will stand and will not be broken at a later date.

 B. The season will consist of no more than 24, and no less than 12 games.

 C. An attempt will be made to make up rained out or postponed games.

 **1.** Games that have a bearing on first or second place standings will take priority over other make up games.

 D. Major games may not start a new inning after 9:30 p.m. on weekdays or after 10:0 p.m. on Friday and Saturday nights. Any game not completed by 10:00 p.m. weekdays or 10:30 p.m. Friday or Saturday will be completed at a later date with the game resuming exactly as it left off.

 E Post-game meetings shall last no longer than 10 minutes after the completion of the game and the dugout is cleaned

 F. Managers will not dismiss their players until the dugouts and bleacher areas are clean (MANDATORY).

**Section 6 – Intermediate, Juniors and Senior League**

 Senior league game schedule and regulations shall be set by District 43 Coalition, the governing body.

 No new inning after 2 hours and 30 minutes. In the event of a tie, the game will stand and will not be broken at a later date

**C.L.L.R. #9 - PRACTICES**

**Section 1 - Unsanctioned Practices**

 A. No manager, coach or other responsible adult shall call or cause to be called any practice or gathering of boys and/or girls who are members or may become members of any one team affiliated with Central Little League, for the purpose of playing or practicing baseball prior to the date set by the Board of Directors of the current season, in the name of Central Little League, or Little League Baseball, Incorporated.

 **1.** Violation of this rule may result in the dismissal of the manager, coach or responsible adult in question from Central Little League.

**Section 2 - Pre-game Practice**

 A. Tee ball pre-game practice may not start more than 30 minutes before game time.

 B. Minor and major league pre-game practice may not start more than 1 hr prior to game time.

 C. Senior (junior) ( intermediate) league pre-game practice may not start more than 90 minutes prior to game time.

**Section 3 - Team Practices**

 A. Upper Division practices may not exceed three hours in length, including warming up, collecting equipment, pre and post practice discussion.

 B. Major and minor league practices may not exceed two hours, including warming up, collecting equipment, pre and post practice discussion.

 C. Tee ball practices may not exceed 1 1/2 hours, including warming up, collecting equipment, pre and post practice discussion.

 D. The manager should have a first aid kit and copies of the players’ medical releases at all practices and games.

 E. At least one manager or coach must remain in proximity until all players on their team have been picked up by a parent or guardian.

 F. No practice shall take place during inclement weather or if field conditions are such that the players’ safety is in jeopardy.

 G. Official uniforms may not be worn during practices.

 H. At least one approved coach and/or manager must be present at all practices. NO UNAPPROVED PERSONS SHALL BE ALLOWED IN CONTACT WITH PLAYERS AT ANY PRACTICE.

 I. An approved person is any person who has submitted a volunteer application and has undergone a background check. And completed all necessary paperwork.

 J. We are not a babysitting service. Players left at the fields will be notified to the local police station.

K. Teams must have full sponsorship and 100% participation in league fundraiser to use league fields for practices once games begin.

**C.L.L.R. #10 - PRACTICE GAMES**

**Section 1 - Limitations**

 A. All practice games must be between two teams within the same division.

 B. Practice games may last six innings or two hours, whichever comes first.

 C. Practice games may not be played in inclement weather or if the field conditions is such that the players’ safety is in jeopardy.

 D. Official uniforms may not be worn during practice games.

**C.L.L.R. #11 - GAME RULES BY DIVISION**

**Section 1 - Tee Ball**

 A. All Little League baseball rules as well as Local League rules will apply.

 B. Tee Ball is to be an instructional division.

 C. Official score will not be kept.

 D. Standings will not be kept.

 E. Bases will be 50 feet apart.

 F. The pitcher shall be 40 feet from home plate.

 G. No stealing or slidingis allowed.

 H. COACH PITCH 5 pitches only: 3 pitches and 2 of the T. if the 5th pitch is foul the batter continues until he/she hits the ball or misses. SOFT TOSS is at the manager’s discretion.

 I. The line-up will be determined by the team with the most players. If the team that has less players, he/she shall go through his/her line-up until the same number of players of the opposing team have been to bat.

 J. When a team bats through the entire roster, the last batter will be known to the manager of the other team before the play is completed and the ball is dead.

 K. There is a 5-run rule.

 L. Adult base coaches are allowed in both coaches’ boxes, doing their teams at bat.

 M. Two coaches but no more than 4 may be on the playing field when their team is on defense; if there is another approved coach, team mom, or dad in the dugout with the remainder of the players.

 N. The defensive coaches are in play if a ball hits a coach, it is considered a live ball.

 O. If a ball is overthrown in fair or foul territory, the runners may advance 1 base.

 P. All players can be on the field at the same time.

 Q. All players will play at least one inning per game in the infield.

 R. Managers and coaches will be the umpires.

 S. Continuous batting order shall be utilized in every game.

 T. 1 HR DROP DEAD TIME

 U. No walk-up music is allowed at Central Little League.

**HOME TEAM IS RESPONSIBLE FOR SETTING UP THE FIELD OF PLAY. BOTH TEAMS ARE TO ASSIST IN TAKING DOWN THE FIELD IF ITS THE LAST GAME PLAYED.**

**EACH TEAM IS RESPONSIBLE FOR CLEANING UP ANY/ALL TRASH BEFORE LEAVING THE DUGOUT**

**Section 2 - Minor League**

 A. All Little League baseball rules as well as Local League rules will apply.

 B. Minor league is to be an Instructional Division.

 C. Official Score and Standings will be kept.

 D. Continuous batting order is in effect.

 E. The side will be retired with 3 outs. If 5 runs are scored before 3 outs are achieved, then the side is retired.

 F. A player who arrives after the lineup has been sent to the umpire or opposing manager will be placed at the bottom of the order.

 1) Pool Players from another team within the division may be used, player will play the entirety of the game, player may not pitch.

 G. See LLR 4.00 for explanation of mercy rule.

 H. Free Substitutions. **NO PLAYER IS TO SIT FOR MORE THAN 2 INNINGS**

 I. There is sliding in the minors.

 There is bunting.

 There is stealing.

 J. Pitch count rule applies see regulations VI Sec C of Little League Rule Book.

 K games will be at 1 ½ hr NO NEW INNING. 1 HR 45 MIN. DROP DEAD

L. Players may advance on a overthrow.

 M. when the pitcher has the ball and is on the mound and the catcher is set. The ball is dead.

 N. it is managers discretion if they want 10 players on the field. 4 must be in the outfield.

O. outfielders must play in the grass area.

P. 5 run rule is in effect.

Q. there will be a continuous batting order.

R. There will be free subtitutions and no player is to sit consecutive innings.

S. No walk-up music is allowed at Central Little League.

**Section 3 - Major League**

 A. The major league division will follow the rules set by Little League Baseball, Incorporated.

 B. See LLR 4.00 for explanation of mercy rule. i. If after three (3) innings, two and one-half innings if the home team is ahead, one team has a lead of fifteen (15) runs or more, the manager of the team with the least number of runs shall concede victory to the opponent.

ii. If after four (4) innings, three and one-half innings if the home team is ahead, one team has a lead of ten (10) runs or more, the manager of the team with the least amount of runs shall concede victory to the opponent. .

 C. The batting order will consist of a Continuous Batting Order

 1) Pool players may be used at the discretion of the player agent should the team face a forfeit, pool players will play the entirety of the game, players may not pitch. Pool players may only be used if ` unable to roster a 9man team. Player must be cleared by the Player Agent

 D. Sliding is encouraged to avoid collision but not mandatory. Any play at any base that involves a sliding issue will be at the sole discretion of the umpire.

 E. Pitch count rule applies see regulations VI Sec C of Little League Rule Book.

 F. no new inning after 1 hour 45 minutes. No drop dead

 G. No walk-up music is allowed at Central Little League.

**Section 4 - Upper Division**

 A. The upper divisions will follow the rules set by Little League Baseball Inc, and District 43.

 B. Pitch count rule applies see regulations VI Sec C of Little League Rule Book.

 C. 2 ½ no new inning, no drop dead

 C. Pool players may be used at the discretion of the player agent should the team face a forfeit, pool players will play the entirety of the game, players may not pitch. Pool players may only be used if ` unable to roster a 9man team. Player must be cleared by the Player Agent

D. i. If after four (4) innings, three and one-half innings if the home team is ahead, one team has a lead of fifteen (15) runs or more, the manager of the team with the least number of runs shall concede victory to the opponent.

ii. If after five (5) innings, four and one-half innings if the home team is ahead, one team has a lead of ten (10) runs or more, the manager of the team with the least number of runs shall concede victory to the opponent.

iii. If a team rosters 15 to 20 players and 15 or more eligible players are at a game, the mandatory play for each player shall be three (3) defensive outs and one (1) at bat per game.

iv. (Intermediate & Junior Divisions) Rule 4.04: A Continuous batting order will be in effect.

E. No walk-up music is allowed at Central Little League.

 **C.L.L.R. #12 - GENERAL RULES AND REGULATIONS**

**Section 1 - Effective Period**

A. The Local League Rules of Central Little League will be reviewed by a majority vote of the Executive board of Directors for the effective season.

 B. Without the following amendments and clarifications, the Central Little League Constitution, the Official Playing Rules and Regulations as published by Little League Baseball Incorporated for each current season shall be binding for this league.

**Section 2 - Player Movement**

 A. If a major league player is removed from his/her team roster during the season, they (the team) must notify the Player Agent ASAP

 B. If unable to find a replacement, the Player Agent will assign a player to the major team.

 C. Managers must work through the Player Agent to find a replacement player.

 D. Managers in no way should contact the player of interest or any relative of the player.

.

**Section 3 - Field Work**

 A. A Field Crew/Coordinator(s) will be a member of the Board of Directors.

 **1**. Work schedule for tournament games or winter league games will be pending Board review.

 B. The Field Crew/Coordinator(s) will be responsible for the following:

 **1**. The care and upkeep of the playing fields.

 **2**. Assign duties to teams for field clean-up days.

 C. Minors volunteering to be on the field crew must be approved by the Board of Directors.

**Section 4 - Coaching Coordinator(s)**

 A. Coaching Coordinator(s) must be a Board member.

 B. A Coaching Coordinator(s) may be a manager or coach of any team of any division.

 C. Coordinator(s) will act as liaison between the Board of Directors and the Managers and Coaches of all the teams.

**Section 6 - Safety**

1. In case of injury, an injury report must be filled out by a manager, coach, or league representative within 24 hours.

**C.L.L.R. #13 ALL STAR TOURNAMENT SELECTIONS AND REGULATIONS**

**Section 1 - Regulations**

 A. The selection of the tournament team players may be governed by Little League Rules and Regulations.

 B. The roster of players selected to the tournament team will be posted within the guidelines set by Little League Baseball, Incorporated.

 C. No player may be notified until the roster is posted.

 D. The Chief Scorekeeper shall provide the official league statistics for use by the league personnel in evaluation of players for tournament selection.

 E. The manager of the team and the league President will decide the total number of players on the team (minimum of 12, maximum of 14).

F. The manager of the First-place team will manage and 2 coach's from the same division will coach. Coaches will be submitted to the President by the Manager for approval.

**Section 2 - Tee Ball Selection**

 A. There will be no tournament team at the tee ball level.

**Section 3 – 8, 9 & 10-Year-Old Selection**

 The managers in the division along with/or President, Vice President and or Player Agent will draft a team.

 **Section 4 - Little League (11- and 12-year-olds) Selection**

A. The managers in the division along with/or President, Vice President and or Player Agent will draft a team.

 B. And shall be consistent with the rules outlined in Section 1 of C.L.L.R #13.

**Section 5 - Upper Division Selection**

 A. The manager of the First-place team will manage and 2 coaches from the same division will coach. Coaches will be submitted to the President by the Manager for approval.

**C.L.L.R. #14 - EQUIPMENT CARE, CHECK IN AND OUT**

**Section 1 - Managers Responsibilities for Uniform and Equipment**

 A. The Equipment **Manager** will check out all equipment and uniforms to each manager who will be responsible for its upkeep.

 B. In order to receive equipment and/or uniforms, the manager must agree in writing that he/she will, to the best of their ability, make sure that it is properly cared for.

 C. All equipment problems must be brought to the immediate attention of the Equipment Manager, Safety Officer, or Coaching Coordinator(s).

 D. All managers will make an appointment to return their equipment and or uniforms to the Equipment Manager at the conclusion of the season.

**C.L.L.R. #15 - SPONSORSHIPS AND FUNDRAISERS**

**Section 1 - Sponsorships**

 A. All sponsorships collected shall be given to the League Treasurer for placement in the common treasury of Central Little League.

 B. All active participants shall attempt to find companies to donate sponsorship money to benefit Central Little League.

 C. The Board of Directors reserves the right to refuse any sponsorship money if it is believed that the company making the donation does not fit in with the ideals of Little League Baseball.

 D. Each team is required to have a $500 sponsorship and 100% participation in the fundraiser for field time (practice) at central.

**Section 2 - Fundraisers**

1. Fund raisers are a very large part of the survival of Central Little League. All active participants shall do their best to support the Leagues fundraising activities.

**C.L.L.R. #16 - SNACK BAR**

**Section 1 - The purpose of the Snack Bar**

 A. The snack bar will operate to make a profit to support the Central Little League players. It will provide money for equipment, lights, field use, uniforms and other necessary materials.

**Section 2 - Snack Bar Director**

 A. The snack bar will be primarily overseen by the Snack Bar Director. This person will hold a position on the Board of Directors.

 B. The SBD has the right to appoint an assistant with Board approval.

 C. The SBD has the right to assign snack bar supervision duties to members of the Board of Directors.

 D. The SBD will be responsible for the purchasing of the snack bar.

 E. The SBD will be responsible for keeping an up to date inventory of stock.

**Section 3 - Authorized Personnel**

 A. Access to the snack bar will be limited to authorized personnel.

 **1.** Scheduled Board Members

 **2.** Scheduled parent volunteers

**Section 4 - Schedules**

 A. Each Team Mom will be given the dates for which he/she is responsible to have volunteers to help in the snack bar. The Team mom will provide the names and phone numbers of all volunteers in advance to the SBD.

 B. Each team will be responsible for having volunteers work in the snack bar for **at least** one week during the regular season.

 C. Snack bar volunteer schedules must be completed and turned into the SBD no later than the first week of scheduled games.

 **1.** The SBD will post the schedules on the bulletin board in the back of the (Snack Bar).

  **2**. The SBD will be responsible for giving all Team moms a copy of the volunteer schedule.

 D. If a team fails to fulfill their snack bar responsibilities, the Board of Directors may take disciplinary action against the team.

**Section 5 - Responsibilities**

 A. Snack Bar personnel must follow league guidelines.

 **1.** Follow all food handling requirements.

 **2.** Food handlers with longer hair MUST wear back in a ponytail or other type of fastener while preparing or serving.

 **3.** Do not work if sick.

 **4.** They must be 16 years of age unless pre-approved by the SBD, President, or Vice President.

 **5.** Wear appropriate attire.

 **6.** No eating in the snack bar.

 **7.** No food or drinks will be taken without the permission of the SBD or Assistant to the SBD.

 **8.** No children allowed in Snack Bar

 **9.** Cashier does not handle food.

**Section 6 Closedown functions of snack bar**

All funds **generated** from the snack bar will be counted by 2 board representatives and receipts.

**SEC 6 -DISTRICT INTERLEAGUE RULES BASEBALL**

 1. The “**District Interleague Committee**” will handle all protests and all disciplinary issues for the Interleague season. The District Interleague Committee will be chaired by the Assistant District Administrator and include the District UIC, and three league presidents or their designees, whose teams are not part of the protest or disciplinary action.

2. All playing rules will be strictly enforced by the “**Official Regulations and Playing Rules for All Divisions of Little League Baseball**”, except those rules adopted by these Bylaws.

3. The **HOME TEAM** will supply at least one (1) umpire for all games.

4. Home team will provide the Official Scorekeeper for each game. The host league will supply the official score book. The Official Scorekeeper will be placed behind home plate, as close to the home plate umpire as possible. The scorekeeper’s area will be considered the same as the closed dugout. Scorekeepers will not allow themselves to be distracted, as not to follow the events of the game.

5. Visiting team will provide an Official Pitch Count Keeper. The Official Pitch Count Keeper will be placed behind home plate, as close to the home plate umpire as possible. It is recommended that the Official Pitch Count Keeper be placed with the Official Scorekeeper. The scorekeeper’s area will be considered the same as the closed dugout. Pitch Count Keepers will not allow themselves to be distracted, as not to follow the events of the game.

6. A photo of the scorebook will be uploaded using the game log form. Each team will be responsible for uploading a copy of their scoresheet.

7. **PITCHING RECORDS & ROSTERS:** Each manager will be responsible for presenting a pitching record, line-up card and roster to the official scorekeeper fifteen (15) minutes prior to the game. Failure to present the pitching records is a protestable violation.

a. Protests must be filed before the start of the game.

b. **PENALTY: *Use of an illegal pitcher will result in the removal of the manager for the remainder of that game and suspension for the next game.* The Official**

**Scorekeeper/Official Pitch Count Keeper will initial the form and the OPPOSING team manager will sign it to verify it.** All player changes for any substitution or pitching will be made to the home plate umpire, who will then relay the information to the official scorekeeper.

8. If injury or illness occurs **that requires a player to leave the game**, it must be logged on the score sheet and managers must submit a written report. The form can be found on CA43.org

9. **In case of an ejection or protest**, managers and all umpires must submit the incident in writing to the District Interleague Committee (form will be submitted through our website – www.ca43.org) **within 24 hours**. It will be the responsibility of the District Interleague Committee to meet in a timely manner to resolve the incident or protest.

10. Should a game not be played due to a team not arriving at the game site, or not having enough players for an official game, notification shall be sent to the **League President** by the managers. The League President shall meet to discuss rescheduling or canceling the game. Should an agreement on rescheduling or canceling the game not be reached between either league, it shall be referred to the District Interleague Committee **within 72 hours** of the canceled game time. Reports received after that fact shall be denied without review.

11. Each team will supply one (1) new ‘RS’ or ‘RS-T’ marked baseball for each game, more if necessary. Remaining baseballs will be distributed evenly to each team at the end of the game.

12. The **host league** will be responsible for supplying tools for field preparation. The **HOME TEAM** shall be responsible for preparing the field. It is common courtesy for the visiting team to help assist in field preparation.

13. Leagues utilizing a portable mound **MAY NOT** allow a player with metal cleats to pitch.

14. Each team will submit regular season rosters, prior to the beginning of the season, approved by the District Administrator. Failure to do so will result in the team not playing until this requirement is met.

15. Rule 6.02(c) [One foot remaining in the batter’s box] and rule 9.01(d) [stealing of signs as unsportsmanlike conduct] will be enforced and followed for interleague play in the Minor division and above.

17. **POOL PLAY GUIDELINES:**

a. Pool Players can be utilized during Interleague Play. Pool players must be from the same league as the team requesting pool players. A Pool Player list shall be kept by the leagues with names of players who wish to be used as pool players. Pool players shall not be contacted by team managers and coaches prior to game time.

b. Pool players may be utilized to ensure a team has at least ten (10) players available for a game. Pool players must play nine (9) consecutive outs, and bat once in each game and may not pitch.

c. Pool players shall wear their regular season uniform from their regular season team.

18. **TIME LIMITS:**

a. **INTERMEDIATE/JUNIOR/SENIOR BASEBALL TIME LIMIT:** i. No new inning will begin after two (2) hours, thirty (30) minutes. If an inning begins prior to the time limit, that inning will be completed. Time will be kept by the home plate umpire. NOTE: In the event of a tie, the game will stand and will not be broken at a later date.

b. **MAJOR BASEBALL TIME LIMIT:**

i. No new inning will begin after 1 hour 45 minutes. If an inning begins prior to the time limit, that inning will be completed. Time will be kept by the home plate umpire. NOTE: In the event of a tie, the game will stand and will not be broken at a later date.

c. **FARM/MINOR BASEBALL TIME LIMIT:**

i. No new inning will begin after 1 hour 30 minutes. The game will drop-dead at 1 hour 45 minutes. Time will be kept by the home plate umpire. NOTE: In the event of a tie, the game will stand and will not be broken at a later date.

d. **TBALL BASEBALL TIME LIMIT:**

i. The game will drop-dead at one (1) hours, thirty (30) minutes.

f. Per Rule 4.10(c)(2), if a game has been played for 1 hour and 45 minutes (2 hours in Intermediate/Junior/Senior League) it shall be considered a regulation game.

19. **DOUBLEHEADERS:**

a. Doubleheaders are only allowed in the Major Baseball division and above.

b. There will be a thirty (30) minute break between games, with the second game starting with the first pitch. The home plate umpire shall notate and inform the official scorekeeper with the start time.

20. **SPECIFIC GROUND RULES PER DIVISION:**

a. **TBALL**

i. For the first half of the playing season, ALL players will utilize a batting tee. ii. In the second half of the playing season, ALL teams will utilize a Manager/Coach Pitch Policy.

1. Maximum of three (3) pitches will be allowed with the exception that foul

balls on the 3rd pitch will extend the at-bat until the ball is put in play or

the player strikes out.

2. Once the three (3) pitches have been reached without the player hitting

the ball, the ball shall be placed on a tee.

iii. During defensive play, all players of a team will be allowed to participate and be on the field.

iv. For the first half of the season, players will advance base by base. In the second half of the season players will advance base by base but can be put out on a play.

b. **FARM BASEBALL**

i. Manager/Coach Pitch Policy: All players in the Farm division will be pitched to by a manager or coach only. Maximum of five (5) pitches will be allowed with the

exception that foul balls on the 5th pitch will extend the at-bat until the ball is put in play or the player strikes out.

ii. During defensive play, all players of a team will be allowed to participate and be on the field; however, if the team has more than nine (9) players, the additional

players will be placed in the outfield grass area only.

iii. On an overthrow, players can only advance one (1) base.

iv. For the 1stthrough 5thinning, an inning will be determined by three (3) outs or five (5) runs, whichever occurs first. After the 5thinning, an inning will be determined by three (3) outs. Rule 4.04-NOTE 1: Continuous batting order will be in effect.

c. **MINOR BASEBALL**

i. For the 1stthrough 5thinning, an inning will be determined by three (3) outs or five (5) runs, whichever occurs first. After the 5thinning, an inning will be determined by three (3) outs. Rule 4.04-NOTE 1: Continuous batting order will be in effect.

d. **MAJOR BASEBALL**

i. If after three (3) innings, two and one-half innings if the home team is ahead, one team has a lead of fifteen (15) runs or more, the manager of the team with the least amount of runs shall concede victory to the opponent.

ii. If after four (4) innings, three and one-half innings if the home team is ahead, one team has a lead of ten (10) runs or more, the manager of the team with the least amount of runs shall concede victory to the opponent.

iii. Rule 4.04: A Continuous batting order will be in effect.

e. **INTERMEDIATE/JUNIOR/SENIOR LEAGUE BASEBALL**

i. If after four (4) innings, three and one-half innings if the home team is ahead, one team has a lead of fifteen (15) runs or more, the manager of the team with the least amount of runs shall concede victory to the opponent.

ii. If after five (5) innings, four and one-half innings if the home team is ahead, one team has a lead of ten (10) runs or more, the manager of the team with the least amount of runs shall concede victory to the opponent.

iii. If a team rosters 15 to 20 players and 15 or more eligible players are at a game, the mandatory play for each player shall be three (3) defensive outs and one (1) at bat per game.

iv. (Intermediate & Junior Divisions) Rule 4.04: A Continuous batting order will be in effect.

21. Games will be “suspended” if the game cannot begin thirty (30) minutes after the scheduled start time. All “suspended” games will be referred back to the respective League Presidents.

22. Make-up games may only be scheduled by the agreement of the local league Presidents involved **OR** the District 43 Interleague Committee (if the League Presidents cannot reach an agreement of the game being made up), **not to exclude Sundays**. Games will be made up at the first available time and field.

23. The District Interleague Committee will handle all protests and any disciplinary action that has to be taken.

a. The ejection of a player, manager or coach will result in an automatic and a mandatory one (1) game suspension. The suspended manager, coach or player may NOT be present at the next physically played game and will not be able to participate in interleague play until their one game penalty has been served. All ejections will be reviewed by the District Interleague Committee and if it is a repeated offense, a more severe penalty may be applied.

b. Any physical or verbal altercation between player, manager, coach, umpire or spectator will require disciplinary action, not to exclude expulsion from the Baseball Interleague.

24. Any amendments to these rules must be reviewed by the District Advisory Board and will require a majority vote to be adopted.

25. Failure to comply with any Little League Rules/Regulations or the listed Interleague By-Laws will be subject to review and possible disciplinary action by the District Interleague Committee.

 **INTERLEAGUE SOFTBALL** 1. The “**District Interleague Committee**” will handle all protests and all disciplinary issues for the Interleague season. The District Interleague Committee will be chaired by the Assistant District Administrator and include the District UIC, and three league presidents or their designees, whose teams are not part of the protest or disciplinary action.

2. All playing rules will be strictly enforced by the “**Official Regulations and Playing Rules for All Divisions of Little League Baseball**”, except those rules adopted by these Bylaws.

3. The **HOME TEAM** will supply at least one (1) umpire for all games.

4. Home team will provide the Official Scorekeeper for each game. The host league will supply the official score book. The Official Scorekeeper will be placed behind home plate, as close to the home plate umpire as possible. The scorekeeper’s area will be considered the same as the closed dugout. Scorekeepers will not allow themselves to be distracted, as not to follow the events of the game.

5. Visiting team will provide an Official Pitch Count Keeper. The Official Pitch Count Keeper will be placed behind home plate, as close to the home plate umpire as possible. It is recommended that the Official Pitch Count Keeper be placed with the Official Scorekeeper. The scorekeeper’s area will be considered the same as the closed dugout. Pitch Count Keepers will not allow themselves to be distracted, as not to follow the events of the game.

6. The official score book will be **retained** by the host league for the remainder of the current season, in order to resolve any disputes that may arise.

7. **PITCHING RECORDS & ROSTERS:** Each manager will be responsible for presenting a pitching record, line-up card and roster to the official scorekeeper fifteen (15) minutes prior to the game. Failure to present the pitching records is a protestable violation.

a. Protests must be filed before the start of the game.

b. **PENALTY: *Use of an illegal pitcher will result in the removal of the manager for the remainder of that game and suspension for the next game.* The Official**

**Scorekeeper/Official Pitch Count Keeper will initial the form and the OPPOSING team manager will sign it to verify it.** All player changes for any substitution or pitching will be made to the home plate umpire, who will then relay the information to the official scorekeeper.

8. If injury or illness occurs **that requires a player to leave the game**, it must be logged on the score sheet and managers must submit a written report. The form can be found on CA43.org

9. **In case of an ejection or protest**, managers and all umpires must submit the incident in writing to the District Interleague Committee (form will be submitted through our website – www.ca43.org) **within 24 hours**. It will be the responsibility of the District Interleague Committee to meet in a timely manner to resolve the incident or protest.

10. Should a game not be played due to a team not arriving at the game site, or not having enough players for an official game, notification shall be sent to the **League President** by the managers. The League President shall meet to discuss rescheduling or canceling the game. Should an agreement on rescheduling or canceling the game not be reached between either league, it shall be referred to the District Interleague Committee **within 72 hours** of the canceled game time. Reports received after that fact shall be denied without review.

10. Each team will supply one (1) new neon-yellow softball (10-inch for TBall, 11-inch for Sunshine and Minors and 12-inch for Majors and above) for each game, more if necessary. Remaining softballs will be distributed evenly to each team at the end of the game.

11. The **host league** will be responsible for supplying tools for field preparation. The **HOME TEAM** shall be responsible for preparing the field. It is common courtesy for the visiting team to help assist in field preparation.

12. Each team will submit regular season rosters, prior to the beginning of the season, approved by the District Administrator. Failure to do so will result in the team not playing until this requirement is met.

13. Rule 6.02(c) [One foot remaining in the batter’s box] and rule 9.01(d) [stealing of signs as unsportsmanlike conduct] will be enforced and followed for interleague play in the Minor division and above.

15. **POOL PLAY GUIDELINES:**

a. Pool players can be utilized during Interleague Play. Pool players must be from the same league as the team requesting pool players. A pool player list shall be kept by the leagues with names of players who wish to be used as pool players. Pool players shall not be contacted by team managers and coaches prior to game time.

b. Pool players may be utilized to ensure a team has at least ten (10) players available for a game. Pool players must play nine (9) consecutive outs, and bat once in each game and may not pitch.

c. Pool players shall wear their regular season uniform from their regular season team.

16. **TIME LIMITS:**

a. **JUNIOR/SENIOR SOFTBALL TIME LIMIT:**

i.  No new inning will begin after two (2) hours. If an inning begins prior to the time limit, that inning will be completed. Time will be kept by the home plate umpire. NOTE: In the event of a tie, the game will stand and will not be broken at a later date.

b. **MAJOR SOFTBALL TIME LIMIT:**

i. No new inning will begin after 1 hr 45 minutes. If an inning begins prior to the time limit, that inning will be completed. Time will be kept by the home plate umpire. NOTE: In the event of a tie, the game will stand and will not be broken at a later date.

c. **MINOR SOFTBALL TIME LIMIT:**

i. No new inning will begin after 1 hour 30 minutes. The game will drop-dead at 1 hour 45 minutes. Time will be kept by the home plate umpire. NOTE: In the event of a tie, the game will stand and will not be broken at a later date.

d. Per Rule 4.10(c)(2), if a game has been played for 1 hour and 45 minutes (2 hours in Junior/Senior League) it shall be considered a regulation game.

17. **DOUBLEHEADERS:**

a. Doubleheaders are only allowed in the Major Softball division and above.

b. There will be a thirty (30) minute break between games, with the second game starting with the first pitch. The home plate umpire shall notate and inform the official scorekeeper with the start time.

18. **SPECIFIC GROUND RULES PER DIVISION:**

c. **MINOR SOFTBALL**

i. For the 1stthrough 5thinning, an inning will be determined by three (3) outs or five (5) runs, whichever occurs first. After the 5thinning, an inning will be determined by three (3) outs. Rule 4.04-NOTE 1: Continuous batting order will be in effect.

ii. The pitching distance shall be set at **35 feet**.

d. **MAJOR SOFTBALL**

i. If after three (3) innings, two and one-half innings if the home team is ahead, one team has a lead of fifteen (15) runs or more, the manager of the team with the least amount of runs shall concede victory to the opponent.

ii. If after four (4) innings, three and one-half innings if the home team is ahead, one team has a lead of ten (10) runs or more, the manager of the team with the least amount of runs shall concede victory to the opponent.

iii. For the 1stthrough 5thinning, an inning will be determined by three (3) outs or five (5) runs, whichever occurs first. After the 5thinning, an inning will be determined by three (3) outs.

iv. Rule 4.04: A Continuous batting order will be in effect.

e. **JUNIOR & SENIOR LEAGUE SOFTBALL**

i. If after four (4) innings, three and one-half innings if the home team is ahead, one team has a lead of fifteen (15) runs or more, the manager of the team with the least amount of runs shall concede victory to the opponent.

ii. If after five (5) innings, four and one-half innings if the home team is ahead, one team has a lead of ten (10) runs or more, the manager of the team with the least amount of runs shall concede victory to the opponent.

iii. If a team rosters 15 to 20 players and 15 or more eligible players are at a game, the mandatory play for each player shall be three (3) defensive outs and one (1) at bat per game.

iv. Continuous batting order will be in effect.

19. Games will be “suspended” if the game cannot begin thirty (30) minutes after the scheduled start time. All “suspended” games will be referred back to the League Presidents.

20. Make-up games may only be scheduled by the agreement of the local league Presidents involved **OR** the District 43 Interleague Committee (if the League Presidents cannot reach an agreement of the game being made up), **not to exclude Sundays**. Games will be made up at the first available time and field.

21. The District Interleague Committee will handle all protests and any disciplinary action that has to be taken.

a. The ejection of a player, manager or coach will result in an automatic and a mandatory one (1) game suspension. The suspended manager, coach or player may NOT be present at the next physically played game and will not be able to participate in interleague play until their one game penalty has been served. All ejections will be reviewed by the District Interleague Committee and if it is a repeated offense, a more severe penalty may be applied.

b. Any physical or verbal altercation between player, manager, coach, umpire or spectator will require disciplinary action, not to exclude expulsion from the Softball Interleague.

22. Any amendments to these rules must be reviewed by the District Advisory Board and will require a majority vote to be adopted.

23. Failure to comply with any Little League Rules/Regulations or the listed Interleague By-Laws will be subject to review and possible disciplinary action by the District Interleague Committee.