

Fall 2025/Spring 2026 Bylaws



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INTRODUCTION

This manual (Bylaws) define the responsibilities, conduct, and procedures of the Board of Directors, and Coaches in conducting the field operations of Copper Hills Little League (CHLL). The content of this manual is intended to define the options provided to CHLL by Little League Baseball (LLB) rules and regulations and are intended to augment the LLB Rules and Regulations, not modify them. In all cases, it is the intention of CHLL to follow the rules and regulations of LLB. If there should be a conflict between the contents of this manual and the LLB Regulations and/or rules, the LLB rules and or regulations, the LLB rules and or regulations will prevail.

This manual has been approved by the CHLL Board of Directors and hereby becomes a permanent document in the operation of the league. This manual will be reviewed annually and is subject to revision with the approval of the CHLL Board of Directors.

A. Acronyms

LL – Little League

LLB – Little League Baseball Inc.

League – Copper Hills Little League

CHLL – Copper Hills Little League

Board – Copper Hills Little League Board of Directors

B. References

The main documents that establish the rules for CHLL besides these Local Rules are:

1. Little League Operating Manual (Updated annually; current year edition to apply)
2. Official Regulations & Playing Rules of Little League Baseball (Updated annually; current year edition to apply)
3. Official Regulations & Playing Rules of Little League Softball (Updated annually; current year edition to apply)
4. Copper Hills Little League Constitution

GENERAL RESPONSIBILITIES AND COACH APPOINTMENT

Any person who provides regular service to the league and has repetitive access to or contact with players or teams MUST complete and submit an official “Little League Volunteer Application.” This includes, but is not limited to coaches, team parents, umpires, and all Board of Director Members and Officers.

Coaches and Players are under the direction of the League Player Agent. The general roles and responsibilities of the board and its officers are defined in the CHLL Constitution and Bylaws. The

following additional roles are described below.

01. The Player Agent (PA)

1. Is responsible for the general operation of his/her respective division.
2. Is responsible for all activities associated with recruiting, training, and leading CHLL Coaches for their assigned division.
3. Should be the first point of contact for any questions or issues that arise from Coaches or Parents. If unresolved, the Player Agent will contact the President, Vice President and/or the Board for a resolution.
4. Will observe Coaches in their handling of children.
5. Holds Division Coaches meetings as needed.
6. May submit recommendations to the president for Coaches.
7. Answers the concerns/questions of the Parents and Coach's protests.
8. Major, Junior, and Senior Player Agents assist with Tryouts and Draft.
9. Act as an intermediary when trades are undertaken.
10. Allocate practice fields through coordination with the field coordinator.
11. Maintain a weekly and overall win/loss record for each team (Major and Minor Divisions only) unless this task is assigned to another league representative.

02. Head Coach

1. Is appointed for all divisions by the League President
2. Position shall be for a period of one (1) season. The one season period shall begin from the date of appointment by the League President and end at the conclusion of the last regular season game played by that Coach's team.
3. Will be held responsible for the conduct and ethics of coaches and players on his team and their parents.
4. Must obtain the names of the Team Parent and potential scorekeeper(s).
5. Must keep the above information current with their respective Player Agent.
6. Must attend any League Sponsored training including CHLL Coaches Meetings.
7. Any team that will be participating in interleague, must attend the D12 Coaches Meeting.

03. Assistant Coach

1. Shall be assigned for a period of one (1) season. The one season period shall begin from the date of appointment to the end of the regular season game played by that team.

2. Shall assist the Head Coach with controlling the conduct and ethics of coaches and players on his team and their parents.
3. Must attend any League Sponsored training including CHLL Coaches Meeting.

04. Team Scorekeepers

1. Will be responsible to keep the official score of the game.
2. Will be provided by the Home Team.
3. Shall utilize the Official League Score Books and complete the Pitching statistics (score will NOT be kept in the Coach Pitch and T-Ball divisions). Game Changer is an acceptable form of keeping track.
4. For Majors Baseball and Softball, each team may be required to track BA, RBI, ERA, and Errors during the Spring season. Game Changer is an acceptable form of keeping score.

05. Team Parent

1. Will be a representative for the Team.
2. Set up a Snack Schedule (verify allergies).
3. Uniform Pick Up/Distribution at coach discretion.
4. Picture Pick Up/Distribution at coach discretion.
5. Assist with Team activities such as game day responsibilities, concession stand staffing, and fundraising collections.

06. Team Umpire

1. Umpire during Games and ensure alignment with Local Rules.
2. The Home Team is responsible for providing umpire. Umpires may umpire from either behind the plate or behind the mound.
3. Attend Umpire Training

EQUIPMENT

The CHLL Equipment Coordinator is responsible for tracking all CHLL equipment and for the proper distribution of the equipment to each of the teams across all divisions. The teams' Head Coaches will sign for equipment when it is received. By signing for the equipment, he/she understands the following:

- A. The Head Coach is responsible for the safe keeping, maintaining good condition and preventing loss of all equipment and uniforms issued to them.
- B. It is the responsibility of the Head Coach to request replacement or additional equipment from the Equipment Coordinator during the season.
- C. The Head Coach must return all equipment issued to their team at the time and place

designated by the Equipment Coordinator. The equipment must be returned clean. Failure to return league property may result in suspension from the league and further action if necessary, which may include a fee charged to the Head Coach's account not to exceed \$500.

DIVISION ELIGIBILITY

Little League Age is determined by the Little League age chart for the current season. Any exceptions to the conditions below must be approved by the Player Agent on an individual basis. The board will make safety the primary factor in requests for placement of players different from established age policies.

A. T-Ball: 4-6 years old (Introduction to Baseball)

Teams are formed by the tee ball and coach pitch coordinator. Years of experience and age may play a factor in team placement. Teammate and coach requests will be taken into consideration but not guaranteed. If a player has never played baseball before, it is recommended that the player participates in T-Ball unless demonstrated size or baseball skill warrants placement in a higher division.

B. Coach Pitch: 5 – 8 year olds (Player Development)

Teams are formed by the tee ball and coach pitch coordinator. Years of experience and age may play a factor in team placement. Teammate and coach requests will be taken into consideration but not guaranteed. If a 5-year-old player has played one year (which equates to one season) of Little League T-Ball, he may request to move to Coach Pitch if his previous years' coach validates the player is ready to advance.

C. Minor: 7-10 year olds (Introduction to Competitive Division)

Baseball and Softball Minors Baseball and Softball will be required to attend one tryout session for evaluation. Special requests may be made and reviewed by the board of directors, but are not guaranteed. Please be as specific as possible regarding your reason for the special request. If a 7-year-old player has played one year (which equates to one season) of Little League Coach Pitch he may request to move to Minors (if his previous years' coach validates he is ready to advance). Players aged 10, 11 and 12 years old **MUST** participate in CHLL evaluations (Tryouts) and may be selected to play in Majors based on their skill. *Minor baseball divisions may additionally be broken down into AA Minor and AAA Minor by evaluated skill level sub-divisions.* **Players league age 11 may be placed in the Minors division based upon skill level after tryouts and evaluations.** Players league age 12 must play on a Major, 50/70, or Junior team. A 12 year old player **CANNOT** be placed onto a Minor division team unless approved by District Administrator and Little League.

D. Major: 9 – 12 year olds (Advanced Competitive Division)

Baseball and Softball **Players not drafted to the Majors will be placed in Minors.** Any player wishing to be considered for Majors must attend a Majors division tryout. 12 year old players must play on a Majors, 50/70, or Juniors team.

E. Junior: 12 – 14-year olds – Baseball and Softball

All 12-14 year olds must attend tryouts and will be placed on a Junior Team using a Draft System.

F. Senior: 13 – 16-year olds – Baseball and Softball

13-year olds must attend tryouts and are eligible for either the Junior or Senior Division based on a Draft System. All 15 & 16-year old players must try out and will be placed on a Senior Team using a Draft System.

TRYOUTS (PLAYER EVALUATIONS)

- A. Evaluations will be scheduled by the Board and will be held for the following Baseball and Softball divisions: Minors, Majors, 50/70, Juniors, and Seniors.
 - a. Players that are eligible for more than one age division must only attend one tryout.
 - i. Players may be placed into a different division after tryouts.
- B. All players wishing to play in one of the Divisions listed above **MUST** attend a tryout (evaluation). This includes players who are already locked on to a team due to a parent either managing or coaching a team.
- C. All players will be evaluated as follows (time permitting):
 - a. Ground balls to infield, throwing to base (3-5 times).
 - b. Fly balls to the outfield, throwing to base (3-5 times).
 - c. Hitting (3-5 good pitches, more as time allows).
 - d. Running the bases from home to third base.
 - e. Optional pitching evaluations will be held providing each pitcher with 10 throws to a catcher.
 - f. All volunteers wishing to be a Head Coach of any drafted team, must be present at evaluations. Failure to be present during evaluations may result in loss in consideration for the Head Coaching position.
 - g. If a player cannot participate in tryouts for medical reasons, the player shall contact the Division Coordinator via email.
 - h. If a player cannot participate in tryouts because they will be out of town or are sick for all tryout dates, the parents should write an email to the Player Agent and Coordinator informing them of the situation.
- D. Player ineligibility -- Players age 10 and up that DO NOT attend tryouts (and have not requested board approval):
 - a. Are NOT ELIGIBLE to be drafted to a Major League team (without board approval).
 - b. A 12 year old who misses tryouts will still be placed onto a Majors team.
- E. Players that REFUSE to accept being Drafted to a Major League Team:
 - a. WILL be assigned to a Minor Division team.
 - b. Are NOT ELIGIBLE for special requests (such as be on a specific Minor League team and/or coach).
 - c. Are NOT ELIGIBLE for call up at any point to a Major League team during the season.
 - d. Are NOT ELIGIBLE for a refund of league fees.

SELECTION OF PLAYERS (DRAFT)

Drafts are held for Majors baseball and softball in Spring seasons. When a draft is held, Option B from Little League will be used and the following procedures will be observed:

- A. Only the Head Coach should attend the actual draft (no kids).
- B. If the Head Coach is unable to attend the draft, he/she may designate a person to make the team's selections.
- C. **What happens in the draft room, stays in the draft room.** No player or parent should know the player's order of draft or other information about the draft, other than that the player was selected by you. Coaches may be subject to disciplinary action for a breach of this requirement.
- D. Order of Draft Procedure – in two separate parts.
 - a. Players returning from a Major team (previous SPRING season) in the same division, AND;
 - i. This first draft of returning players must be completed before the second part of the draft. All returning Spring majors players must be drafted. Head Coaches are not permitted to waive a draft choice.
 - b. Players who have registered for the current season.
 - i. The second part of the draft includes all players who are eligible for selection and have attended the required number of tryout sections.
- E. The draft rotation follows the reverse order of finish from the previous season, with the last place team's Coach receiving the first pick, the second-to-last place team, and so on, **or** the coaches will draw numbers to determine who will select the first player. For instance, in a four-team league, the Head Coach of the last place team from the previous season makes the following player selections: 1st choice, 8th, 9th, 16th, 17th, 24th, 25th, etc.; The Head Coach of the team that finished in third place makes the 2nd choice, 7th, 10th, 18th, 23rd, etc.; The Head Coach of the team that finished second in the previous season makes the 3rd choice, 6th, 11th, 14th, 19th, 22nd etc.; The Head Coach of the team that finished in first place gets the 4th choice, 5th, 12th, 13th, 20th, 21st, etc., until selections are complete.
- F. NOTE 1: Because there are no players returning to a particular team, and because assistant coaches cannot be named until after the draft is completed, Options 2 and 4 (see "Options On Sons, Daughters, And Siblings") do NOT apply when using this draft method.
- G. NOTE 2: When the second part of this draft method begins, the draft order starts with the team that is due to draft next after the completion of the first round.
- H. Options on Sons, Daughters, and Siblings An option is an agreement between a Coaches and the player agent covering a special condition. All options must be in writing (except No. 1) and be submitted to the player agent 48 hours prior to the draft. The options are as follows:
 - a. Siblings in the Draft

When there are two or more siblings in the draft, and the first brother or sister is drafted by the Coaches, that Coach automatically has an option to draft the other brother or sister on the next turn. If the Coach does not exercise the option, the second sibling is then available to be drafted

by any team.

b. Sons/Daughters of Coaches

If a Coach has sons and/or daughters eligible under Regulation II for the draft, and wishes to draft them, he/she must submit the option in writing. If so stated, the Parents/Coach is required to exercise the option at or before the close of the specific draft round, depending on the League Age of sons and/or daughters. The Parent/Coaches option takes priority over any other option. NOTE: These provisions also apply for Coaches having eligible brothers or sisters in the draft.

c. Draft Rounds

If an option is submitted in writing for the son and/or daughters of a Coach, such candidates must be drafted in or before the following round.

Baseball

Draft Round	Little League	Intermediate	Junior	Senior
5	9-10	11	12	14,13
4	11	12	13	15
3	12	13	14	16

Softball

Draft Round	Little League	Junior	Senior
5	9-10	12	14,13
4	11	13	15
3	12	14	16

I. Trades

- a. Trades are permitted, but there are no trades for draft picks and trades must be “player for player” (no 2 for 1).
- b. Trades must be approved by the Player Agent. The league’s general views are that trades are subject to a common sense approach to drive team balance. Therefore, they must: 1) be for the same age (a 12 for a 12, etc.) or same skill level (to be validated by other Coaches and 2) occur on draft day before communication of team placement (e.g. you draft player 1004 on draft night and after the draft you seek to trade him/her for player 1039 drafted by another team. Since neither player ever actually knew he/she was on a particular team, the agreement of the players and parents would not be necessary). If a trade is requested after public release of teams, both impacted players and parents must be in agreement to the trade and then it may be approved by the Player Agent.

PLAYERS AND TRANSFERS

- A. No player transfers will take place with less than two weeks remaining in the season.

- B. With the approval of the Player Agent, Coaches may replace a player who has moved, quit or becomes injured to a degree which would prohibit his or her return during the remainder of the season.
- C. Reasons for a player being lost to a team during the playing season:
 - a. Moves to another city or state too distant to commute for practice or play.
 - b. Injured and will not be able to return to play within a reasonable period of time.
 - c. For personal reasons decided to terminate his/her association with the team or League.
 - d. Any other justifiable reason that has been reviewed and approved by the Board.
- D. The Head Coach and Player Agent shall review the available player list (as maintained by the Player Agent) of the younger division and select a replacement. The replacement becomes a permanent member of the team.
- E. If a player misses two consecutive games or practices, without notification to the Head Coach, the Head Coach shall attempt to contact said player to estimate the player's participation status. The Head Coach shall notify the Player Agent within two days of the second consecutive game or practice missed if he is unable to contact the player. The Player Agent will then investigate the status of the player. If the Player Agent determines the player has abandoned their participation status, the Head Coach will be notified that his team has an official vacancy and paragraph VIII item 4 will apply.
- F. Major teams may promote league age 9 or 10 year olds from the Minors who have been approved by the Player Agent if that team needs to add a player for the season. Players cannot be pulled up to play in just 1 or 2 games.
- G. Only one player from a team can be selected for re-assignment. Each team must promote a player before a second player from the team can be promoted.
- H. The Head Coach may request the availability of certain players through the Player Agent. The Head Coach or any person affiliated with the team will not make contact with the parents or the player being considered. The Player Agent will coordinate all details of the transfer with the parent(s) and the player.
- I. Should a Head Coach be found in violation of these selection rules, the request for a specific player will be denied and the Player Agent will assign a player to fill the vacant roster position.
- J. When additional players are needed to meet the minimum roster requirement in order for a game to be played coaches must contact the President, Vice President, Player Agent, or Division coordinator and request a player. The President, Vice President, Player Agent, or Division coordinator then will select a player from a predetermined pool of players within the same division (Minors must play minors, majors must play majors, etc...). Under no circumstances shall a coach select and play a replacement without first consulting with the President, Vice President, Player Agent, or Division coordinator.

GAME OPERATIONS:

Local Rules

The rules cited here are CHLL rules and take precedence over those in the official Little League rule book, which otherwise prevail under all circumstances as the official rules. For all divisions, the home team will occupy the 3rd base dugout and the visiting team will occupy the 1st base

dugout.

T-Ball:

T-Ball is an introductory division (league ages 4 to 6) that focuses on basic instruction, learning and fun.

- a. No “on deck” batter. The offensive team must have all players (except for the batter and baserunners) in the dugout. Batters cannot handle a bat until they are wearing a helmet and it is the batter’s turn at bat.
- b. Total game time is one hour (game must be completed 1 hour from SCHEDULED start time).
- c. Coaches are encouraged to rearrange the batting order for each game.
- d. Coaches are required to rearrange the defensive order after each inning during the game.
- e. All players bat once in each inning.
- f. The last batter up in each inning always scores a home run (this should be rotated so every player gets to do this once or twice).
- g. Each team may field all players on defense, but excess after eight (8) or nine (9) (with two players on the pitcher’s mound) must be in the outfield.
- h. All players advance to first base even if they don’t hit the ball.
- i. The maximum number of bases on a hit is two.
- j. There is no base stealing or leading.
- k. Each player must hit from the tee and should get approximately four (4) to six (6) attempts to hit the ball from the tee before advancing to first base.
- l. If the defensive team makes an out, the offensive team player stays on base.
- m. There is no limit to the number of outs in an inning.
- n. Four (4) coaches/team parents may be in the outfield with the defensive team.
- o. Coaches should be stationed at home, first base and third base with the offensive team.
- p. There is no catcher position allowed.
- q. All players must be monitored and seated in a safe location while waiting to bat.
- r. Coaches or parents for the home team are responsible for putting out and taking in the bases.
- s. No standings nor scores will be kept.

Coach Pitch:

Coach Pitch is a developmental division (league ages 5 to 8) that focuses on baseball and softball fundamentals, instruction, learning and fun.

- a. No “on deck” batter. Batters cannot handle a bat until they are wearing a helmet and it is the batter’s turn at bat.
- b. The Infield Fly Rule will not apply.
- c. No more than four (4) adults (3 Coaches and 1 Team Parent) are to be in the dugout.
- d. There are no umpires at this level.
- e. Three (3) adults will be allowed to be on the field for defensive positioning purposes.
- f. Pitching: The players will hit pitches from a Coach of the same team. They can’t walk and there are no called strikes (players are encouraged to swing at all good pitches). Players should get a maximum of 6 hittable pitches, if the player fails to get a hit within 6 pitches

the player is then retired from the at-bat.

- g. All players bat once in each inning (continuous batting order)
- h. Batters/runners put out by defensive play or by strike-out should NOT continue as baserunners.
- i. Bunting is NOT allowed.
- j. Base stealing is NOT allowed.
- k. Overthrows: Players may advance a maximum of one (1) base.
- l. Game Length: 1 hour drop dead, batter up to bat may finish their at bat.
- m. Players should be rotated to different positions each game.
- n. Coaches or parents from the home team are responsible for putting out and taking in the bases.
- o. No scores or standings are kept.

Baseball Minors Division:

Minors is a developmental division (league ages 7 to 10) that should focus on instruction, learning, fun and introduce the players to competitive baseball

- a. Baseball Minors may be split into 2 divisions (AA and AAA)
- b. In the Little League Minors AA division, coaches typically step in to pitch when a player-pitcher throws four balls to a batter, or in the case of a strikeout by the player pitcher, continuing the at-bat with a limited number of pitches until a ball is put in play or a third strike swinging is called.
- c. No "on deck" batter. Batters cannot handle a bat until it is the batter's turn to bat and they are wearing a helmet.
- d. Coaches shall make every attempt to play all scheduled games during the regular season regardless of player availability. Regular season games may be played with 8 players, but if fewer than 8 are available, the opposing team should share a player(s) to provide both teams with as complete a defensive lineup as is possible. There are no forfeits when playing with less than 9 players.
- e. No more than 3 adults are to be in the dugout or on the field.
- f. Stealing is allowed at all times, including home. The pitcher must be standing on the pitching rubber with the ball in hand and the catcher must be in the catchers box ready to receive a pitch to prevent base runners from advancing to the next base. Any questions on this, please see your rulebook paragraph 7.13. If you still have questions, contact your UIC. Please see the Rules Education section of the CHLL website for a more detailed explanation of this rule.
- g. Coaches MUST abide by the following pitch count rules. Pitchers league age 14 and under must adhere to the following rest requirements. Pitches allowed per day:
 - i. If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed.
 - ii. If a player pitches 51-65 pitches in a day, three (3) calendar days of rest must be observed.
 - iii. If a player pitches 36-50 pitches in a day, two (2) calendar days of rest must be observed.
 - iv. If a player pitches 21-35 pitches in a day, one (1) calendar day of rest must be

observed.

- v. If a player pitches 1-20 pitches in a day, no (0) calendar days of rest are required.
- h. Every player should be afforded the opportunity to pitch during the season (unless they decline).
- i. No more than three adults (Head Coach/Assistant Coaches/Team Parent) are to be in the dugout or on the field.
- j. A team can score a maximum of 5 runs per inning.
- k. No parent/coach/adult shall pitch. Batters will receive a maximum of 4 balls or 3 strikes per at bat.
- l. Game length is 1 hour 45 minutes from scheduled start time (unless the previous game caused a late start, then it is from actual start time). This will be a drop dead time limit, although the batter up to bat may finish their at bat. Timeliness is key to get the later games completed. Please be mindful and courteous of the following game. Exception: If there is no following game scheduled (or if the following game has been canceled) on the field and there is no inclement weather or darkness, there shall be no time limit on the game.
- m. Games can end in a tie. In the event of darkness or time limit, the game will revert back to the last complete inning.
- n. All players must play six defensive outs in a game (outs do not need to be consecutive).
- o. Players must be afforded the opportunity to play in the infield at least every other game.
- p. Continuous Batting order. All players will be in the batting lineup whether they are playing defensively or not. Therefore, Rule 7.14 is not applicable (special pinch runners). With that, if a player is in the bathroom or misses his at bat for any reason, his spot is skipped without being recorded. Once the player returns, he will go back into his original spot in the line-up. See Rule 4.04 for any questions on continuous batting order.
- q. Coaches or parents for the home team are responsible for putting out and taking in the bases and for providing an umpire. Additionally, the home team is required to set the field for play, to include lining (foul lines and batters box) the field.
- r. Coaches or parents for the visiting team are responsible for wetting and dragging the field (time permitting).
- s. End of season playoff seeding will be determined by order of finish during the regular season.
- t. See addendum 1 for additional rules to be implemented during the end of season tournament.

Minors Softball Division:

Minors is a developmental division (league ages 7 to 10) that should focus on instruction, learning, fun and introduce the players to competitive softball.

- a. No "on deck" batter. Batter cannot handle a bat until it is the batter's turn at bat.
- b. Coaches shall make every attempt to play all scheduled games during the regular season regardless of player availability. Regular season games may be played with 8 players, but if fewer than 8 are available, the opposing team should share a player(s) to provide both teams with as complete a defensive lineup as is possible. Playing with less than 9 players does not equal a forfeit.

- c. Coaches MUST abide by max of 7 innings per day as outlined in the Little League Official Regulations and Playing Rules. If rules are not followed, the violating team's game(s) may be subject for forfeiture and/or Coaches may be subject to disciplinary action.
- d. Every player should be afforded the opportunity to pitch during the season.
- e. No more than three adults (3 Coaches) are to be in the dugout or on the field.
- f. A team can score a maximum of 5 runs per inning.
- g. Game time is 1 hour and 45 minutes from the scheduled start time. This is a drop dead time limit with the batter at bat allowed to finish their at bat. Games can end in a tie. If a game is cut short due to time limit or darkness the game will revert back to the last complete inning.
- h. All players will be in the batting lineup whether they are playing defensively or not (continuous batting order).
- i. All players must play six defensive outs in a game (outs do not need to be consecutive). Players must be afforded the opportunity to play in the infield at least every other game. If a player is unable to get the minimum amount of outs then they need to start the next game.
- j. Coaches or parents for the home team are responsible for putting out and taking in the bases and for providing an umpire. Additionally, the home team is required to set the field for play, to include lining (foul lines and batters box) the field.
- k. When interleagueing the home team is responsible for field prep.
- l. Coaches or parents for the home team are responsible for preparing and clearing the field (put out bases, wet/drag the field, chalk baselines and batter's box, etc.).
- m. Regular Season Playoff placement will be determined by a seeded competition which is determined by the order of finish during the regular season.
- n. Playoff rules will follow the Minor Division Local Operating Rules and all Little League rules.

Majors Division (Baseball & Softball):

Majors is a competitive division (league ages 9 to 12) made up of the advanced players in the League. There should still be a focus on instruction, learning and fun.

- a. Game time is 2 hours from the scheduled start time. This is a drop dead time limit with the batter at bat allowed to finish their at bat. Games can end in a tie. If a game is cut short due to time limit or darkness the game will revert back to the last complete inning.
- b. The batting order will consist of the 9 players listed as starters on the line-up card and will start the game playing in the field. Rule 4.04 will govern the batting order. Normal substitution rules shall apply per rule 3.03. Rule 7.14 (special pinch runners) is applicable and shall be followed. During fall ball, teams can elect to use a continuous batting order.
- c. Normal defensive mandatory play rules apply (6 defensive outs and 1 at-bat). Players who start the game on the field are considered "starters" and can only be substituted in accordance with the rule 3.03. Any player not in the starting line-up is a substitute and must meet the same mandatory play requirements as the starters with the exception that their defensive outs must be consecutive.
- d. No "on deck" batter. Batter cannot handle a bat until it is the batter's turn at bat.
- e. No more than three adults (3 Coaches) are to be in the dugout or on the field.
- f. Majors will be observing the 10 run "mercy rule" (after the 4th inning).

- g. Coaches or parents for the home team are responsible for putting out and taking in the bases and for providing an umpire. Additionally, the home team is required to set the field for play, to include lining (foul lines and batters box) the field.
- h. End of season playoff seeding will be determined by order of finish during the regular season.
- i. Tie-Breaker Criteria (for Major division tournament seeding):
 - i. Head-to-head record.
 - ii. Head-to-head runs allowed (least).
 - iii. Cumulative runs allowed (least).
 - iv. Cumulative runs scored (most).
 - v. Coin toss for those levels that elect to have a playoff after regular season play (typically Majors and Minors), here is the format that will be followed.

PLAYOFF PROCEDURE

- A. All playoffs will be in single elimination format.
- B. When there is an odd number of teams, the first place seed shall receive the bye.
- C. Playoff seeding will be determined by regular season record.

FORFEITURES

If a game cannot be played because of the inability of either team to place nine players on the field before the game begins, and the Head Coach has notified the Player Agent at least 2 days in advance of the game, then such games MAY be rescheduled (at the discretion of the Player Agent).

A game will count as a forfeiture if a team cancels the game and it cannot be rescheduled. A game will NOT count as a forfeiture if playing with less than 9 players.

T-ball and Coach Pitch divisions may play with whatever number of players are available. Minor division teams may play with 7 players.

GAME SCHEDULES

The CHLL Scheduler or designee will create all division game schedules based on field availability. The schedules are generally not ready until the week before the opening ceremony. Game changes due to rainouts, etc. will be coordinated through the Player Agents, Scheduler, & Field Coordinator, based on field & team availability.

A. MAKE UP GAME POLICY

Inevitably, games will need to be rescheduled due to weather, field conditions, field availability, and other criteria beyond the control of CHLL. Unless more than 2 games in a season are canceled, games will only be rescheduled for Majors and Minors.

Rescheduled games will be played subject to field availability.

ETHICS AND CONDUCT

Coaches will conduct themselves and see that the coaches and parents conduct themselves in a manner befitting the players of the League at all times. Coaches are responsible for conducting themselves with the pinnacle of sportsmanship at all times, both as an example to players & parents and as a steward of LLB. Any behavior less than this pinnacle of sportsmanship will not

be tolerated and may result in:

1. Ineligibility to manage or coach All-Star teams
2. Suspension or removal from the league.

Any player arguing with an umpire, League official, coach, will immediately be removed from the game by his Coach.

1. The conduct of the players on the bench and their vocal attitude toward the opposing players or team are the responsibility of the Coach. "Bench Jockeying" or heckling the other team will not be allowed at any time. The home plate umpire or any of the officiating staff has the authority to halt the game and give the team Coach a warning concerning inappropriate conduct of his players or parents. Should the umpires need to stop the game a second time due to a team not heeding the first warning, the umpire may suspend the game and file a full report with the Player

Agent, League President and Umpire in Charge. The report, in writing shall consist of:

1. Date, time, inning, score and teams involved.
2. All personnel involved: coaches, players, parents and spectators (if applicable).
3. A full description of the events leading up to the game suspension.
4. All umpires who were part of the umpiring crew are to sign the report. If concurrence among the umpires is not possible, then those umpires not concurring must still sign the report and note the areas with which they do not concur.
5. The report must be filed within 24 hours of game suspension to the Player Agent.
6. Should the umpire crew not provide a report, the CHLL Board member on duty shall submit a report.

Smoking and use of tobacco will not be permitted at any CHLL function.

All coaches must adhere to the following: NO foul language will be used toward players, umpires, opposing team personnel, or spectators at any time.

Coaches will not belittle, or physically discipline any player.

Coaches are required to hold regularly scheduled practices with their teams to prepare for games. The team Head Coach will notify all team players regarding practices, game schedules, field days, re-scheduled or makeup games and other league business as the Level Director makes them aware.

A MAXIMUM OF 4 SCHEDULED PRACTICES ARE TO BE HELD IN 1 WEEK. Further restrictions on practices and practice times are as follows:

1. Pre-season:
 - a. Up to 4 practices
2. Regular Season: (Up to 4 Events for the Week)
 - a. 1 game week + 3 practices
 - b. 2 game week + 2 practices
 - c. 3 game week + 1 practice
3. All practices are limited to 2 Hours.
4. Coach Pitch & T-ball practices should not go past 7 p.m.
5. Minor, Major, Junior, & Senior practices should not go past 9 p.m. while school is in

session.

6. Coaches must notify coordinators of any additional practices held.
7. Practices must be held at a Town of Sahuarita Park.

No Coaches, or representatives of the League shall transport players in the open bed of a pickup truck.

Suspensions for violations of these rules may be imposed by agreement of the CHLL Disciplinary Committee. The President and Player Agent with the approval of the CHLL Disciplinary Committee shall determine length of suspensions. Multiple suspensions may result in permanent removal as a coach. Coach evaluations will be conducted mid-season and at the end of the season. These will be made available to the coaches as a form of feedback as soon as the League can distribute them; this should be done swiftly since timely feedback is important.

PLAYER DISCIPLINE AND CONDUCT

- A. Players are required to actively participate in all official practices and games scheduled by their Coaches and CHLL. In the event that a player is unable to participate because of prior commitments, vacations, or illness or injury, it is the player or his parent's responsibility to notify the Head Coach of their inability to participate.
- B. Any player willfully destroying or stealing CHLL property can be suspended for the balance of the season.
- C. Players shall not use foul language, obscene gestures, or instigate disruptions among other players or teammates. Fighting will not be tolerated.
- D. All players will report to the field for scheduled games in full uniform. No unauthorized uniforms will be allowed for league players without prior approval of the Board.
- E. No customized jerseys and/or pants, jackets, or undershirts not recognized as baseball undershirts will be allowed. Only uniforms approved by the Board may be worn.
- F. Players shall not report for a scheduled game in dirty or torn uniforms, damaged hats, or steel cleats.
- G. The Head Coach shall notify the Commissioner 24 hours in advance of game time regarding any player to be disciplined. This notification will be in the form of a letter or e-mail from the Head Coach or Coach to the Player Agent. A copy of the notice will be forwarded to the parents of the player. Actions resulting from notice of discipline are as follows:
 - a. First Notice - Player to play only minimum required time.
 - b. Second Notice - Player will not play the next scheduled game.
 - c. Third Notice - A referral to the Board will be made to determine the player's eligibility to continue participation in the program.
 - d. Exception: Fighting is grounds for immediate ejection and subject to discipline of second notice.

ALL-STAR POLICY

All rules that pertain to Tournament at any level as outlined by Little League Baseball, Inc., either in the Official Regulations & Playing Rules, the Operating Manual, or any other Official Publication will supersede any policy.

Selection Process

1. Head Coach Selection

- a. The Head Coach (Manager) for the All Star teams will be chosen from any rostered and recognized coach in the Minors and/or above division. To be one of the two Assistant Coaches on an All Star team you must have been a rostered and recognized coach from the regular season in any minors and above division from that Spring season.
 - i. Coaches conduct and attitude will be taken into consideration when being considered for a head coach and/or assistant coaching position for all stars.
- b. The Head Coaches for the All Star Teams will be selected by the President. The President will consult with Player Agent, Division Coordinators, and Coaching Coordinators for recommendations and final selections. Once selected, the President must submit the choices for Head Coach to the CHLL Board of Directors for final approval. All Star coaches must be able to commit to the entire All Star season.
- c. The selected Head Coaches (s) will be allowed to select his/her supporting Coaches, however, the President submits to the Board for approval.

2. Player Selection

- a. The All Star teams are intended to represent the best players available at each age group to put together competitive teams to play in postseason play. All star teams are made up of a minimum of 12 players and a maximum of 14. Rosters will be made of 12 players unless approved by the board for additional players.
- b. Age Groups
 - i. It is important to note that tournament play consists of age groups and not divisions.
 - ii. Little League sets forth the following age groups for tournament play
 1. League age 8-10 years old
 2. League age 9-11 years old
 3. League age 10-12 years old
 4. 50/70-League age 11-13 years old
 5. Juniors- League age 12-14 years old
 6. Seniors- League age 13-16 years old
 - iii. The Board of Directors will decide which age groups to field a tournament team in depending on regular season enrollment.
 - iv. Players will be selected from each **age group** regardless of division played during the regular season.
- c. Players must have played in 8 regular season games to be eligible for All Stars. Medical exemptions will be looked at by the Board of Directors and District 12.
- d. Players must commit to the entire All Star Season. Failure to follow through on commitment can affect future all star consideration.
- e. The All Star teams will be selected in a closed session (confidential). The selection process may include input from regular season coaches, All Star coaches, and the Player Agent.
 - i. Each head coach will be asked to submit at least 2 names for consideration. Submitting names does not guarantee an all star roster

- spot.
- ii. Nominees must stay confidential. Coaches involved in the nomination and selection process must keep the information confidential until released by the league.
 - 1. Failure to do so will result in discipline from the league including but not limited to loss of consideration to future coaching positions.
 - 2. Once nominees are selected, they are finalized at the draft meeting. No changes after said meeting are permitted. If a player cannot commit to the Allstar program, the other nominees must be selected.
- f. The chosen Head Coach of each age group will have final say/choice in selection of all all-star players.
 - i. Initial evaluations, input from coaches, tryouts (if held), regular season statistics, discipline, attendance, and attitude will be used to determine players.
- g. The final All Star rosters must be approved by the Player Agent and President. Rosters will be released on May 15 or later at the President's discretion.
- h. Players must not have reached stage 3 (Third Notice) of the disciplinary process during the season. The Player Agent and League President will ensure that this rule is strictly enforced.