

**CENTRAL SPRINGFIELD LITTLE LEAGUE
2026 LOCAL RULES**



TABLE OF CONTENTS

SECTION I: Changes	1
SECTION II: GENERAL	4
1. PURPOSE:	4
2. POLICY:	4
3. THE LEAGUE:	4
4. COMPLIANCE:	6
SECTION III: LEAGUE TEAM SELECTION	7
1. GENERAL:	7
2. REGISTRATION OF PLAYERS:	7
3. THE DIVISIONS AND THE TEAMS:	7
4. ASSESSMENTS AND DRAFT PREPARATION:	7
1.1. Player Requirements:	7
1.2. Assessment Rosters:	8
1.3. Manager/Coach Requirements:	8
1.4. Assessment Attendance:.....	8
1.5. Parental Restriction:	8
1.6. Limitations:	8
1.7. Exemptions:	8
5. SENIOR LEAGUE, JUNIOR LEAGUE AND LITTLE LEAGUE (MAJORS) DIVISION DRAFT SYSTEMS:	9
a. Little League (Majors) Draft Order:.....	9
1.1. Children of Managers:.....	9
1.2. Siblings:.....	9
1.3. Ineligible Candidates:	10
1.4. Bonus Picks:	10
1.5. Senior League and Junior League Special Provisions:	10
1.6. 12 Year Old Selection:.....	11
1.7. Trading:.....	11
1.8. Title:	11
1.9. Written Rosters:.....	12
1.10. League Reduction:.....	12
1.11. League Expansion:	12
1.12. Division Redraft:	12
6. MINOR LEAGUE PLAYER SELECTION GUIDELINES:	12
a. Selection Order:.....	12
1.1. Selection Rotation:	13
1.2. Mandatory Age Constraints:	13
1.3. Demotion Restrictions:	13
1.4. Children of Managers and Coaches:.....	13
1.5. Siblings:.....	14
1.6. AAA Selection:.....	14
1.7. AA Selection:	14
1.8. Written Rosters:.....	14
1.9. No Shows at Assessments:.....	14
7. PLAYER NOTIFICATION:	15
8. Machine Pitch and TEE BALL TEAMS SELECTION PROCEDURES:	15

9. LOSS OF PLAYERS AND REPLACEMENTS:	16
a. Senior League, Junior League, Little League (Majors) Division and Minor League:.....	16
1.1. Tee Ball:	17
SECTION IV: (Blank)	18
SECTION V: KEY GAME PERSONNEL	19
1. OFFICERS ON DUTY:	19
2. MANAGERS AND COACHES:	20
a. Managers:.....	20
1.1. Primary Coaches:.....	20
1.2. Practice Coaches:	20
1.3. Base Coaches:	20
1.4. Umpiring:	20
1.5. Pitch Count:.....	21
1.6. Gentlemen’s Agreements:	21
3. UMPIRES:	21
4. OFFICIAL SCOREKEEPERS:	22
5. PUBLIC ANNOUNCERS:	23
SECTION VI: GAME RULES AND OPERATING PROCEDURES	24
1. GAME SCHEDULES:	24
2. POSTPONED, PROTESTED, FORFEITED AND TIED GAMES:	24
a. Postponements:.....	24
1.1. Protests:.....	24
1.2. Forfeits:.....	24
1.3. Ties:	25
3. RESCHEDULING OF GAMES:	25
a. General:.....	25
1.1. Postponing Rescheduled Games:.....	25
1.2. Exemptions:	25
4. FIELD PREPARATION:	25
a. Pre-Game:	25
1.1. Post-Game:.....	26
5. GAME TIME AND RUN LIMITATIONS:	26
a. General:.....	26
1.1. Senior and Junior League:.....	27
1.2. Little League (Majors) Division:.....	27
1.3. Minor League (AAA, AA, Machine Pitch) Divisions:.....	27
1.4. Tee Ball Division:	28
1.5. Resumed Games:.....	29
1.6. Authorized Clock Stoppages:.....	29
1.7. Official Timekeeper:	29
6. CALLING GAME FOR DARKNESS/WEATHER:	29
a. Darkness:.....	29
1.1. Weather:	29
1.2. Severe Weather Special Provisions:.....	30
7. PLAYER PROTECTION:	30
a. Equipment During Warm-ups:	30
1.1. Players in Casts:	30
1.2. Lead Off Batter:.....	30

8. LITTLE LEAGUE PLEDGE:	31
9. LINEUPS AND SCOREKEEPING:	31
10. FIELD DECORUM:	32
a. Manager/Coach Attire:	32
1.1. Adults on Field:	32
1.2. Manager/Coach Positions:	32
1.3. Interaction with Game UIC:	32
1.4. Compliance:	32
1.5. Suspensions and Resumed Games:	32
11. TIES IN STANDINGS:	33
12. POST-SEASON CHAMPIONSHIPS:	33
a. Little League (Majors) Division and Minor League:	33
1.1. Tee Ball:	33
1.2. Senior and Junior League:	33
SECTION VII: Machine Pitch and TEE BALL PROCEDURES AND LOCAL RULES	34
1. GENERAL:	34
2. TBD:	34
3. Machine Pitch DIVISION:	34
a. Machine Operators:	34
1.1. Machine Setup:	34
1.2. Machine Adjustments:	34
1.3. Pitching Procedures:	34
1.4. Machine as a Defensive Player:	35
1.5. Kid Pitcher Position:	35
1.6. Bunting:	35
1.7. Handing the Ball to the Machine Operator:	35
1.8. Dead Ball Situation:	35
1.9. Appeals:	35
1.10. Ball Under the Machine:	35
1.11. Base Running Restrictions:	35
1.12. Defensive Positioning Requirements:	36
1.13. Other Field Usage:	36
1.14. Infield fly rule:	36
1.15. Gentlemen's Agreements:	37
4. Coach Pitch DIVISION:	37
a. Game Preparation:	37
1.1. Game Procedures:	37
1.2. Coach Pitch Safety Rules:	38
1.3. Umpires:	38
1.4. Conduct of Coach Pitch Fans:	39
5. Regular Tee Ball DIVISION:	39
b. Game Preparation:	39
1.1. Game Procedures:	39
1.2. Regular Tee Ball Safety Rules:	41
1.3. Umpires:	41
1.4. Conduct of Regular Tee Ball Fans:	42
SECTION VIII: TOURNAMENT TEAMS	43
1. TOURNAMENT MANAGERS AND COACHES:	43
a. Candidate Requirements:	43

1.1. Interviews/Selection Process:	43
2. LITTLE LEAGUE MAJORS PLAYER SELECTION:	43
a. Voting Procedures:	43
1.1. Team Determination:	43
1.2. Replacement Players:	44
1.3. Validation Requirements:	44
3. Seniors, Juniors, 9- to 11- AND 8- to 10-YEAR-OLD DIVISION PLAYER SELECTION:	44
a. Eligibility:	44
1.1. Procedures:	44
1.2. League-age Restrictions:	45
1.3. Replacement Players:	45
1.4. Validation Requirements:	46
4. NAMES OF THE TOURNAMENT TEAM MEMBERS:	46
SECTION IX: SOFTBALL PROCEDURES AND LOCAL RULES	47
1. General:	47
2. A-Ball Division:	47
3. AAA Division	49
4. Majors Division	50
SECTION X: BOARD APPROVAL	52

SECTION I: Changes

List of Changes

- VI.5.a.1.2.(2){Inserted in (2)}: A game shall begin at its scheduled start time or 20 minutes after the last out of the previous game, whichever is later. Between games the home and away team needs to clear the dugout and field in 5 minutes. The plate umpire or game coordinator shall keep game time and advise the scorekeeper of the start time.
- VI.5.a.1.3.(1).(e){inserted in (e)}: A game shall begin at its scheduled start time or 20 minutes after the last out of the previous game, whichever is later. Between games the home and away team needs to clear the dugout and field in 5 minutes. The plate umpire or game coordinator shall keep the game time and advise the scorekeeper of the start time.
- VI.5.a.1.3.(4){Updated the section to}: The "soft toss" pitch rule shall be in effect for AA division for entire season. The batter shall not walk if he or she gets four balls. Instead, after reaches a count with four balls during an at-bat, the batter's manager or designated coach shall toss the ball to the batter. The designated coach must be certified by board and may be a fourth coach allowed on the field. The following rules apply:
 - The batter will be entitled to at least three soft tosses.
 - If the count reaches 4 balls, the batter will receive up to three soft-toss pitches.
 - During the soft toss portion of the at bat, the pitcher may stand on pitcher's plate or up to approximately three feet behind plate.

If after the third hittable soft toss pitch, the batter has not put the ball in play, he/she shall be declared out.

- VI.8 {Updated section}: The Little League pledge can be recited before any game at the request of a manager. Participants are not required to recite the pledge.
- VII.3.a.1.8 {Updated}: The ball is dead when the pitcher has possession of the ball, is totally inside the infield grass, and no runner is attempting to advance. The runner can only advance to the next base. The umpire will call Time when the ball is dead.
- VII.3.a.1.10 (Added): On any throw that gets pass the first baseman from an infielder in an attempt to put out a batter/runner, the batter/runner may not advance to second base or beyond. If they attempt to advance, they cannot be put out and must return to 1st base. All other runners may advance at their own risk. If the ball goes into dead ball territory, the play would follow Little League Baseball rule (7.05(g)), two bases for the runners from the time of the pitch from an initial throw by an infield.

- VII.3.a.1.10 (Updated):
 - Single A and AA: No new inning after 1 hour 30 minutes.\
 - AAA and Majors: No new inning after 1 hour 45 minutes. No time limits in playoff

- IX.2 Field (Added): 10” Softball will be used

Coaches are not requested to pitch from the pitching rubber but should attempt to pitch starting at the pitching circle.

- IX.2 Mandatory & IX.3 Mandatory (Updated): No player shall sit out two (2) consecutive defensive innings, nor shall any player sit out a second defensive inning prior to all eligible players having sat out a defensive inning. No player shall sit out a third defensive inning prior to all eligible players having sat out two (2) defensive innings.

A defensive inning is defined as three (3) consecutive defensive outs during the same inning.

- IX.2 Pitching Delivery (Added): The offensive coach shall deliver all pitches from within the pitching circle. To ensure player safety and proper hitting mechanics, the coach should deliver pitches underhand in a softball pitching motion.
 - Every batter will receive up to 8 good, hittable pitches
 - If the batter has not put the ball in play after 8 pitches, the coach will provide the following to conclude the at bat:
 - The coach will use the tee for three weeks. There are no strikeouts when using the tee. The batter continues until the ball is put into play.
 - After 3 weeks, the coach will give the batter three (3) additional pitches. If the batter fails to put the ball in play after the 3rd pitch, the batter will be out. A foul ball keeps the at bat alive.
 - Note: The 3 additional pitches are intended to prepare players for the transition to higher divisions.

- IX.2 Defense (Added): The player pitcher must stand no closer to the batter than the coach pitcher

Defensive face masks required for all fielding positions

- IX.2 Defense (Updated): Run-limit – three (3) run limit per inning except for a home run over the fence in which case, all runs will count

Stealing – No stealing allowed

- IX.3 (Updated): AAA Division

- IX.3 Pitching (Added): A coach comes in to pitch after ball 4 and the batter keeps the strikes.

The batter is given up to 5 hittable pitches

If the coach cannot throw 5 hittable pitches, a new coach pitch

A batter can strike out or be called out if the ball is not put in play after 5 pitches

- IX.3 Defense (Updated): Defensive face mask required for pitchers, 1st baseman and 3rd baseman, highly encouraged for 2nd baseman and shortstop, and optional (but strongly encourage) for outfielders

- IX.3 Field (Added): 11-inch softball

- IX.3 The Offensive (Updated): Run-limit – Five (5) run limit per inning

Mercy rule – 10 runs after 4 innings, 15 runs after 3 innings

Stealing – The runner may only attempt to steal after the pitch has passed the plane of the batter.

- If a runner leaves early, the first offense should be a warning to the runner and the coach, and the runner returned to the original base. Subsequent offenses shall result in the runner being called out.
- Stealing home – runners are allowed to steal home.

Overthrow to 1st base – If the ball is overthrown to first base by an infielder, the runner may advance no more than one base, at their own risk. All other runners may advance at their own risk.

Overthrow from the Catcher – If the catcher attempts to throw a runner out that is stealing 2nd base or 3rd base and the ball is overthrown; the runner may not advance. The intention is to encourage catchers to make the throw.

- IX.4 Added: Major Division

Field

- The division plays on 60ft diamond
- The pitching plate is set to 40 feet, pitching circle 8 foot
- 12-inch softball

Mandatory Play

- No player shall sit out two (2) consecutive defensive innings, nor shall any player sit out a second defensive inning prior to all eligible players having sat out a defensive inning. No player shall sit out a third defensive inning prior to all eligible players having sat out two (2) defensive innings.
- A defensive inning is defined as three (3) consecutive defensive outs during the same inning.

The Defense

- The pitch is delivered by a player from the pitching plate inside the circle.
- Defensive face masks are required for pitchers, 1st baseman, and 3rd baseman. It is strongly encouraged for all other players.
- The defense shall field a maximum of nine (9) players, but the game may not start with less than eight (8) players on each team. Team may request players from the player pool to fill player vacancies. Team may also request a player from the opposing team to reach 9 or 10 players. Borrowed players from the opposing team must play the position of outfielder and will not bat for the team they are assisting.

The Offense

- Dropped 3rd strike rule will be in effect for all regular season games.

SECTION II: GENERAL

1. PURPOSE:

These rules are intended to clarify, supplement, or extend the contents in the Official Regulations and Playing Rules" published by Little League Baseball and Softball, Inc., and the Central Springfield Little League, Inc. Constitution and By-Laws within the following divisions: Tee Ball, Minor, Major, Intermediate (50-70) , Junior, and Senior Baseball/Softball. In the interest of brevity, henceforth in this document the Official Regulations and Playing Rules published by Little League Baseball, Inc. will be referred to as the "OR&PR."

2. POLICY:

The objective of the Little League program is to afford every child properly registered the opportunity to participate to the fullest extent possible. It must be constantly kept in mind by all adult personnel that the **WINNING OF A BASEBALL GAME IS SECONDARY TO THE DEVELOPMENT OF EACH CHILD** and that the type of leadership exhibited is of prime importance.

3. THE LEAGUE:

a. Central Springfield Little League, Inc. (CSLL) shall consist of the following:

- (1) Senior League¹: players league age fifteen (15) and sixteen (16).
- (2) Junior League¹: players league age twelve (12)⁶, thirteen (13), fourteen (14), and fifteen (15).
- (3) Intermediate League¹: players league age twelve (12)⁶ and thirteen (13)
- (4) Little League (Majors) Division: players league age nine (9)⁵ through twelve (12)².
- (5) Minor League: players league age seven (7) through twelve (12)². The Minor League shall be further broken down into three divisions unless the Board of Directors vote to combine minor league divisions, AAA, AA³, and Machine Pitch⁴. Players who are age twelve (12) will not play below AAA and players who are league age nine (9) will not play below the Machine Pitch Division.
- (6) Tee Ball: players league age four (4) through six (6)⁴. Players must have turned age 4 by April 1 to play Regular Tee Ball. (Note: For purposes of this sentence, the determination of a player's age on April 1st is based on actual age, rather than the OR&PR league age; however, a parent can request a waiver for the player to be considered eligible to play Tee Ball based on the league age four (4) in accordance with the OR&PR.) Tee Ball shall be further broken down into two divisions, Coach Pitch Tee Ball for ages five (5) and six (6)⁴ players, and Regular Tee Ball for four (4) and five (5) year old players. Some inexperienced

league age seven-(7) players may be designated to Coach Pitch Tee Ball for safety purposes. Some severely inexperienced league age nine-(9) players may be designated to Machine Pitch for safety purposes.

(7) For purposes of this document, unless otherwise indicated, a player's age is based on his or her "league age," determined in accordance with the OR&PR.

NOTE (1): The Board of Directors may restructure the Senior, Junior, and Intermediate (50-70) Division Leagues to any approved age alignment as listed in the OR&PR. This decision will be made by majority vote following registration and prior to the team selection process, and shall be based upon the registered ages from thirteen (13) to sixteen (16). Under no circumstances players age fifteen (15) or sixteen (16) be excluded from a Senior League team when players age (14) fourteen are allowed by CSLL to play in the Senior League.

NOTE (2): All league age twelve (12) players are required to play in the Little League Majors Division. A waiver requested by a parent and approved by the CSLL Board of Directors and the District Administrator is required to restrict a child to Minors*.

NOTE (3): Any 8-year-old player may request to be considered for the Minors* drafts. 8-year-old players desiring to "play up" to Minors* must attend one of the spring assessments and shall be restricted to Minors*, unless the player's parent or guardian has submitted a written request to be considered for the draft and such request has been approved by the Board of Directors. No slots will be saved for such players receiving approval to be considered for Minors*. These players must be drafted onto a team in the requested division order to "play up."

NOTE (4): Machine Pitch is limited to 7 and 8-year-old players. The Board of Directors will consider a request for a 6-year-old player to be eligible to play Machine Pitch. A written request from the player's parent or guardian must be submitted to the player agent and president no fewer than 48 hours before Spring assessments to be considered. The player will attend the spring assessments and an evaluation will be conducted by the Majors and Minors* coaches and a vote cast for "Play up" or "Don't Play up". The Player Agent will present these results for each considered player for final approval of the Board of Directors

NOTE (5): Any league age nine (9) player is eligible to be considered for the Majors draft upon the written request of a parent or guardian, and approval by Board of Directors.

NOTE (6): Any league age twelve (12) player is eligible to play Intermediate or Juniors Leagues with a parent or guardian request and approval by the Board of Directors.

b. CSLL regular season and post-season playoff games are intra-league. However, the Board of Directors may decide that some Divisions will participate in interleague play with other local leagues within District 9. This decision will be made by majority

vote, and shall be based upon the number of League teams and opportunities for additional competitive baseball.

4. COMPLIANCE:

a. All CSLL officials (division vice presidents, managers, coaches, umpires, etc.) must comply with the OR&PR as supplemented by these rules and procedures. League officials shall not enforce any additional rules, policies, or “gentlemen agreements” (i.e., no stealing of home on wild pitches). In the event a situation arises in a game that is not covered by the OR&PR and these rules and procedures, the game’s umpire-in-chief (UiC) shall make a final ruling under Rule 9.01(c) of the OR&PR.

b. In the event that the Board of Directors approves interleague participation as stated in Section I.3.b above, the participating Leagues will comply with those rules as agreed upon by any District 9 Interleague Committee(s), with the exception of those specified in this document. The League Vice President(s) will represent CSLL in the Interleague Committee(s).

c. The CSLL official representative on the Interleague Committee(s) must present the rules referenced in Section I.4.b in writing to the Board of Directors.

SECTION III: LEAGUE TEAM SELECTION

1. GENERAL:

The OR&PR as supplemented by the following are cited for CSLL team selections.

2. REGISTRATION OF PLAYERS:

- a. Notice of registration shall be made to eligible players residing within CSLL's boundaries, and to players who legally played in CSLL the previous season but no longer live within league boundaries, as specified in Regulation II(d) in the OR&PR.
- b. Each player desiring to participate in Little League Baseball shall be registered at a designated time and place. An acceptable proof-of-age document, including an original birth certificate, or military identification card must be furnished at this time. (Hospital birth or baptismal records, or passport are not acceptable.) Additionally, please refer to the OR&PR about requirements acceptable proof-of-age documents. A parent or guardian must register the child.

3. THE DIVISIONS AND THE TEAMS:

- a. The number of teams in each division will be determined by the Board of Directors, based on the number of players registered and announced prior to assessments. The League structure shall provide a 2 to 1 balance between the "Minors" and "Majors" operations (i.e., if there are eight (8) Majors teams, there can be no more than sixteen (16) teams in the AAA and AA divisions combined). For AAA only with no AA, the 2 to 1 balance does not apply.
- b. The number of players per team in each division shall be determined by the Board of Directors and announced prior to the Senior League, Junior League, Intermediate Division, Little League (Majors) Division, and Minor League drafts, and the Tee Ball team assignments. At no time will the number of players per team violate the limits as specified in Regulation III (a) in the OR&PR.

4. ASSESSMENTS AND DRAFT PREPARATION:

1.1. Player Requirements:

Each child league age nine (9) through sixteen (16), except those returning players already assigned to Little League (Majors) Division teams, shall be given the opportunity to participate in assessments with children of the same league age. Two (2) assessments will be conducted so that each child may demonstrate his/her ability prior to selection by draft to a team. A child must participate in one assessment, but may attend both sessions if desired. (**NOTE:** In the event the Board of Directors decides to conduct a complete re-draft in the Little League (Majors) Division, all players will be notified of such decision and must attend assessments.)

1.2. Assessment Rosters:

Prior to assessments, the Player's Agent will provide each team manager with two (2) copies of an assessment roster showing the name, league age, and other pertinent information of each candidate. Siblings shall be identified on the assessment roster.

1.3. Manager/Coach Requirements:

Managers or their designated representatives shall attend assessments and evaluate candidates' performance for their own reference.

1.4. Assessment Attendance:

Any candidate league age nine (9) through twelve (12) failing to attend an assessment session shall not be eligible to participate in the Little League (Majors) Division, unless the parents or guardian of the child present an excuse that is accepted by a majority of the Board of Directors. Similarly, if the Board of Directors structures the Senior and Junior Leagues to allow children league age fourteen (14) in both divisions, any candidate league age fourteen (14) failing to attend an assessment session shall not be eligible to participate in the Senior League unless an acceptable excuse is provided. This restriction is for the duration of the regular season; as such, the player will not be eligible for call-up to fill a vacated roster spot (see Regulation III (d) in the OR&PR for call-up procedures).

1.5. Parental Restriction:

Parents may restrict a child or children from being drafted/placed above a specified division, i.e., no higher than Minors. This restriction request shall be made known to the Player's Agent. The restrictions shall not override the mandatory age constraints noted in Section II.6.c; i.e., a player league age twelve (12) may not be restricted to AA. Parents may withdraw restrictions by informing the Player's Agent in writing not later than 48 hours prior to the appropriate drafts.

1.6. Limitations:

After a child has been drafted/selected for a team, parents may NOT affect the selection by subsequently requesting/withdrawing a restriction. Once a player is drafted/selected for a team, he/she shall play for that team the rest of the season, unless called up as a permanent replacement as specified in Section II.9, or placed into a lower division for safety reasons. Such safety moves must be requested by the player's manager to the Player's Agent and approved by the Board of Directors.

1.7. Exemptions:

Machine Pitch, Coach Pitch Tee Ball and Regular Tee Ball teams are not selected via a draft; therefore, league age four (4) through eight (8) players do not attend assessments, except for league age eight (8) players requesting to move to AAA or AA (see Section I.3.a, Note 3).

5. SENIOR LEAGUE, JUNIOR LEAGUE AND LITTLE LEAGUE (MAJORS) DIVISION DRAFT SYSTEMS:

The Player’s Agents will, prior to the draft, review the following procedures with managers and coaches, clarifying all player information and eligibility.

a. Little League (Majors) Draft Order:

The draft order will be the reverse of the final season Little League (Majors) Division standings from the preceding regular season. The team that finished in last place during the preceding season will pick a player first, followed by the team that finished next to last, etc. At the completion of each round, the order will remain the same with the last place team drafting first in the next round.

1.1. Children of Managers:

A manager who has a child or children eligible for the draft and who wishes to draft that child or children for his/her team must state so in writing to the Player’s Agent 48 hours prior to the draft. All claimed managers' children options will be announced prior to the appropriate draft round. If so stated, the manager-parent is required to exercise the option prior to the close of specific draft rounds depending on the league age of the player or players as shown below. If options are not submitted in writing, the manager's child or children are eligible to be drafted by any team.

(NOTE: Coach options are NOT allowed in the Senior League, Junior League, Intermediate League or Little League (Majors) Division drafts.)

DRAFT ROUND FOR EXERCISING MANAGER'S CHILD/CHILDREN OPTION

LEAGUE AGE	DIVISION	DRAFT ROUND
16	Seniors	3
15		4
14*		5*
14	Juniors	3
13		4
13	Intermediate	3
12*		4
12	Majors	3
11		4
10		5
9		5

* Applicable if the Board of Directors allows players league age fourteen (14) to participate in Senior League.

1.2. Siblings:

If parents request it, a manager may exercise an option on siblings who are subject to the draft. When the first child is drafted and the manager declares a sibling option, the manager must take the sibling in the next round. A manager may option a sibling of a current member of the manager's Little League (Majors) Division team.

This option must be exercised within the first three (3) rounds. Sibling options shall not violate age restrictions set forth by the OR&PR and by the next section below. **(NOTE: Managers are the final decision authority on sibling options; parents may NOT force that a sibling be drafted solely for their convenience. The decision to exercise a sibling option must consider the sibling's playing ability. Parents may request that siblings NOT play together.)**

1.3. Ineligible Candidates:

There shall be no more than three players league age ten (10) or younger on a Little League (Majors) Division team. Players league age nine (9) can only be drafted one per team in the Little League (Majors) Division. Any candidate who did not participate in the spring assessments shall not be available for the draft in the Senior League, Junior League, Intermediate or Little League (Majors) Division unless excused by the Board of Directors as stated in Section II.4.d. If an excuse is granted, the candidate will be eligible for selection as a blind draw in the regular draft.

1.4. Bonus Picks:

Each manager requiring eight (8) or more players prior to the draft to complete the roster will be allowed one bonus pick at the completion of round four (4). If more than one manager is allowed bonus picks under this Section, the order of rotation will be identical to that being followed in the draft.

1.5. Senior League and Junior League Special Provisions:

(1) To maintain league balance, the Senior, Junior and Intermediate Leagues will redraft each year.

(2) Senior League: All league age fifteen (15) and sixteen (16) players shall be drafted from a common pool. If league age fourteen (14) players are eligible to be drafted to play in the Senior League, they shall not be drafted until a complete round of league age fifteen (15) and sixteen (16) players cannot be completed, except for children of managers as specified in Section II.5.b. Under no circumstances will any league age fifteen (15) or sixteen (16) players be left off Senior League teams to accommodate league age fourteen (14) players.

(3) Junior League: After the Senior League draft, the Junior League draft shall commence. All league age fifteen (15) and fourteen (14) players, if applicable, shall be drafted from a common pool. The children of managers will be drafted in accordance with the provisions of Section II.5.b.

(4) Intermediate League: After the Junior League draft, the Intermediate draft shall commence. All league age thirteen (13) players, if applicable shall be drafted from a common pool. The children of managers will be drafted in accordance with the provisions of Section II.5.b.

(5) Safety Restrictions: If the Board of Directors structures the Junior League, the players may be strictly age thirteen (13) players, parents of age fourteen (14)

players may restrict their child/children to the Junior League. This restriction request shall be made known to the Player's Agent. Parents may withdraw the restrictions by informing the Player's Agent not later than 48 hours prior to the appropriate drafts. (**NOTE:** Fifteen (15) year old players may not be restricted to the Junior League.)

1.6. 12 Year Old Selection:

The Majors Division selection will begin with twelve (12) year old players only and continue until a full round (i.e., each team being able to select a 12-year old) of selections cannot be completed. The Player's Agent will then declare the current round open to all eligible players. When the Majors Division player selections have progressed to where the number of remaining Majors Division draft selections equal the number of twelve (12) year old players remaining to be selected, all remaining league age twelve (12) players must be selected. If the number of 12-year-old players per team exceeds 8 per team, the remaining 12-year-old players can be drafted in upper divisions or Minors division with a parent request and the Board of Directors approval.

1.7. Trading:

Managers may exchange players for the current year until fourteen (14) days after the first scheduled regular season game. The contemplated trade must be discussed with the appropriate Division Vice President and his/her approval obtained prior to presenting the proposal to the Player's Agent. Following the Division Vice President's approval, the manager involved shall then submit to the Player's Agent a written statement concerning the conditions of the proposed trade. A trade is not consummated until the parties involved are notified in writing of final approval. The Board of Directors must approve all trades of players.

1.8. Title:

Player acquisitions to specific teams in the Little League (Majors) Division are permanent unless released for a justifiable reason at the request of the manager or player. Such request shall be made in writing to the Player's Agent at or before the scheduled registration for the upcoming season. A player's release shall require approval from the Board of Directors. If approval is granted, the player will be placed back into the draft. If approval is not granted, the player shall remain on the team that originally acquired him/her.

(**NOTE 1:** Any player released and placed back into the draft is subject to all policies and rules pertaining to assessments. There is no guarantee that another Senior League, Junior League or Little League (Majors) Division team will draft such player.)

(**NOTE 2:** Any fourteen (14) year old who wishes to play in the Senior League, if the division is structured as such, is subject to all policies and rules pertaining to assessments.

1.9. Written Rosters:

Written rosters must be presented to the Player's Agent at the time, date, and location indicated on the Annual Schedule of Events approved by the Board of Directors.

1.10. League Reduction:

In the event the Little League (Majors) Division must be reduced in size from the previous season, the following procedures shall be used:

(1) The Board of Directors will determine which team(s) shall be deleted. Deletion should be based on factors such as fewest returning players and departure of previous season's manager.

(2) Players who would have returned to the team(s) now deleted will be reassigned to new teams by a preliminary draft using the same draft order as specified in Section II.5.a. Once all affected players have been reassigned, the preliminary draft is complete, and the regular draft will start. (**NOTE:** the regular draft starts anew with the last placed team selecting first, not the team that follows the last team to pick in the preliminary draft.)

(3) Should the manager of a team that was deleted wish to manage another team within the same division; the manager has no right to retain his/her players from the deleted team. Those players must be reassigned to new teams as specified in the previous Section. An exception to this involves the child of the manager. If the manager wishes to bring his/her child to his/her new team, the manager may do so but must exercise the child option and use a draft pick as specified in Section II.5.b above.

1.11. League Expansion:

In the event the Little League (Majors) Division must expand in size from the previous season, the Board of Directors shall use one of the options for league expansion cited in the latest Little League Operating Manual.

1.12. Division Redraft:

In the event that the Board of Directors decides to conduct a complete redraft of the Little League (Majors) Divisions, all returning players shall go to the draft pool; there shall be no "title" players per Section II.V.i. above. The complete redraft shall be accomplished in accordance with Draft System Plan B in the Little League Operating Manual.

6. MINOR LEAGUE PLAYER SELECTION GUIDELINES:

At the close of the Little League (Majors) Division draft, the Player's Agent will review the players remaining on the assessment roster for selection to the Minor League.

a. Selection Order:

The selection/rotation order shall be determined by the random drawing of numbers by the Minor League managers at a meeting prior to draft night.

1.1. Selection Rotation:

Selection shall proceed with AAA managers selecting first. The selection rotation in the first round will be Team #1 through Team #X (the highest team number in each division). The second round will begin with Team #X and proceed through Team #1. The rotation continues in this first-to-last and last-to-first "serpentine" order until the team rosters have been completed in accordance with team sizes specified by the Board of Directors. Once the AA teams are completed, the AA managers select their players in the same manner.

1.2. Mandatory Age Constraints:

All players league age twelve (12) that have been granted a waiver to not play Majors must be selected before the end of the AAA Division player selection. Players league age twelve (12) may not play in any divisions lower than AAA. Players league age eleven (11) that has played at least one (1) year of spring AA division must be drafted no lower than AAA division unless a special request by a parent or guardian. Additionally, players league age nine (9) through eleven (11) may not play in any divisions lower than AA.

1.3. Demotion Restrictions:

A player who played in the AAA Division may not be "demoted" to the AA Division the following spring season. The Player's Agent must ensure all previous AAA Division players who were not drafted into the Little League (Majors) Division are selected to play in the AAA Division again unless restricted by the player's parents for safety reasons.

1.4. Children of Managers and Coaches:

(1) A manager who has a child or children eligible for selection and who wishes to select that child or children for his/her team must state so in writing to the Player's Agent prior to the start of player selection for the appropriate division. All claimed managers' child options will be announced prior to the appropriate selection round. If so stated, the manager-parent is required to exercise the option(s) prior to the close of a specific selection round depending on the league age of the player(s) as shown below. If the option(s) is not submitted in writing, the player(s) is eligible for selection by any manager at any level for which the player(s) is eligible.

SELECTION ROUND ON-OR-BEFORE OPTION MUST BE EXERCISED

LEAGUE AGE	AAA DRAFT ROUND	AA DRAFT ROUND
12	3	-
11	4	3
10	5	4
9	6	5

(NOTE: Option rounds will be slipped to follow completed rounds of "mandatory" twelve (12) year old players in AAA and eleven (11) year old players in AA (as noted below in Sections II.6.g and II.6.h))

(2) In addition to the manager, one (1) active designated coach from each Minor League team may exercise the child option(s), providing such options do not conflict with these rules. The designated coach's option(s) must be submitted in writing to the Player's Agent prior to the start of player selection for the appropriate division. The coach's child option(s) will be announced prior to the appropriate selection round. The coach's option must be exercised on or before the first selection round following any mandatory round of league age twelve (12) players for AAA and league age eleven (11) players for AA. If there is more than one coach's option, the child will be taken in the next round.

1.5. Siblings:

Any manager may exercise an option on siblings who are subject to player selection. When the first child is selected and the manager declares a sibling option, the manager **MUST** take the sibling in the next round. Sibling options shall not violate age restrictions set forth by the OR&PR and Section II.6.c above. **(NOTE:** Managers are the final decision authority on sibling options; parents may **NOT** force that a sibling be drafted solely for their convenience. The decision to exercise a sibling option must consider the sibling's playing ability. Parents may request that siblings **NOT** play together.)

1.6. AAA Selection:

The AAA Division selection will begin with league age twelve (12) players only and continue until a round of league age twelve (12) selections cannot be completed, at which time the Player's Agent will then declare the selection open to all eligible players. When the AAA player selections have progressed to where the number of remaining AAA draft selections equal the number of league age twelve (12) players remaining to be selected, the provision in Section II.6.c above will be invoked.

1.7. AA Selection:

The AA Division selection will begin with league age eleven (11) players only and continue until a round of league age eleven (11) players cannot be completed, at which time the Player's Agent will declare the selection open to all eligible players.

1.8. Written Rosters:

Written rosters must be presented to the Player's Agent at the time, date, and location indicated on the Annual Schedule of Events approved by the Board of Directors.

1.9. No Shows at Assessments:

Those candidates failing to attend one of the spring assessment sessions shall be selected as a "blind" draw for the appropriate Minor League level. All league age nine (9) through league age eleven (11) candidates and those league age twelve

(12) players with an approved waiver shall be available for such "blind" selection to the AAA and AA Divisions. There shall be four separate "hats" (selection pools) for such selections: one for league age twelve (12), one for league age eleven (11), one for league age ten (10) and one for league age nine (9). All other applicable Minor League Player Selection Guidelines shall apply to such candidates.

7. PLAYER NOTIFICATION:

a. Following the Little League (Majors) Division Draft and Minor League Player Selection, managers will notify players as soon as possible. Managers **will not** reveal the round in which the player was drafted. After player notification, managers may trade players as previously stated in Section II.5.h, but only within divisions. For example, a player in AAA may not be traded for a player in AA.

b. Senior and Junior League managers will notify their respective players as soon as possible, but shall not reveal the round in which each player was drafted. League age fourteen (14) players drafted by Senior League teams, if this option is exercised, will not be allowed to subsequently move down to Junior League teams via a trade.

8. Machine Pitch and TEE BALL TEAMS SELECTION PROCEDURES:

a. Machine Pitch Division: Players league age seven (7) and eight (8) will be assigned to Machine Pitch teams by the Player's Agent and the Division Vice President in conjunction with any Board of Directors' approved committee. When skill level and safety provide a basis, league age seven (7) players may be assigned to the Machine Pitch Division. When possible, teams will be formed from a designated residential and/or school area. Parental special requests for certain managers, coaches and/or certain teammates for their children may be honored at the discretion of the player agent.

b. Coach Pitch Tee Ball Division: The Coach Pitch Division may be combined with Regular Tee Ball depending on the number players in each division. Players league age five (5), and six (6), will be assigned to Coach Pitch teams by the Player's Agent and the Division Vice President in conjunction with any Board of Directors' approved committee. To the extent possible, teams will be formed from a designated residential and/or school area. Parent special requests for certain managers, coaches and/or certain teammates for their children may be honored at the discretion of the player agent.

c. Regular Tee Ball Division: Players league age four (4), and five (5), will be assigned to Regular Tee Ball teams by the Player's Agent and the Division Vice President in conjunction with any Board of Directors' approved committee. To the extent possible, teams will be formed from a designated residential and/or school area. Parent special requests for certain managers, coaches and/or certain teammates for their children may be honored at the discretion of the player agent

9. LOSS OF PLAYERS AND REPLACEMENTS:

a. Senior League, Junior League, Little League (Majors) Division and Minor League:

(1) Permanent Loss of Player(s): In the event a player is permanently removed or withdraws from a team during the regular season, Regulation III.d and IV of the OR&PR will apply. Replacement of a player during the regular season should be made as soon as possible, but not later than two weeks after the player has been officially withdrawn from the team. It is incumbent upon the Player's Agent, the appropriate Division Vice President, and the manager to complete the player replacement process as soon as possible. The replacement of a player(s) during the final fourteen (14) calendar days of the regular season is prohibited.

(2) Temporary Loss of Player(s): In the event a manager is unable to field nine (9) players for an upcoming game due to a player's temporary absence i.e. out of town, sick, etc. the manager is encouraged to utilize the player pool. The player pool is established to help avoid the postponement or cancelation of games due to a team's inability to field eight players. The Player's Agent will maintain a pool of players for the Little League Majors, AAA, AA and A divisions. The player pools are composed of volunteer players from each division. The Little League Majors, AAA, and AA Division Vice Presidents' will coordinate with their respective managers and the Player's Agent to establish divisional player pools. Under no circumstances will a player from a player pool "play down" to other divisions. The player pool will only be used to fill out a team to nine (9) players. Managers may use the pool player as he or she sees fit with the following exceptions:

- Under no circumstances will a pool player be allowed to pitch.
- If for some reason the scheduled absent player shows for the game and the pool player is willing to play, the Manager must use the pool player based on CSLL minimum play rules.
- From Majors to AA division, the pool player(s), collectively on a team, may not play the position of catcher for more than two (2) innings. Machine Pitch division may allow each pool player (s) to catch a maximum of two (2) innings.
- The Manager that utilizes a pool player must notify the pool player's regular season manager the number of innings caught as a catcher by the player(s).
- The pool player must be added to the bottom of the batting order after all regular players on the roster.

Managers will request pool players through their Division Vice Presidents and the Player's Agent allowing enough time for identification, notification, and confirmation to take place. Under no circumstances may a manager request a replacement player by name or fill a team shortage on his or her own.

1.1. Tee Ball:

(1) Permanent Loss of Player(s): In the event a player is permanently removed or withdraws from a team during the regular season, Regulation III.d and IV of the OR&PR will apply. The replacement of a player(s) is not mandatory during the final fourteen (14) calendar days of the regular season.

SECTION IV: (Blank)

SECTION V: KEY GAME PERSONNEL

1. OFFICERS ON DUTY:

A member of the Board of Directors shall be designated as the Officer on Duty (OD) and be available during all games. Managers and umpires involved shall be informed of the designated representative who is the OD. The OD represents the league President when the President is not present for games, and is responsible for the following:

- a. Arriving at least thirty (30) minutes before the start of games (or fifteen (15) minutes prior to the shift start on weekends) to ensure all game preparations as stated in Section V.4. are in order.
- b. Raising the U.S. Flag on the flagpole behind Field 2, and opening the league Boardroom.
- c. Supervising the overall activities at the fields. This includes ensuring teams abide by the league rules and policies on pre-game warm-ups and batting cage use, preventing unsafe acts in and around the park, and checking with the concession stand for any issues.
- d. Resolving conflicts among all CSLL participants including conflicts arising during the games. This includes asking belligerent fans that cause game stoppages to leave the park premises. However, the OD may not interfere in the playing of a game unless so requested by the UiC.
- e. When necessary, or when requested by a game UiC, turning on the field lights.
- f. When weather becomes an issue, monitoring the situation using any means necessary (TV in the boardroom, telephonic contact with local authorities, etc.). Also, the OD should monitor the league's lightning detector and stop all play when it registers a lightning strike in the 10-mile range. The OD should assist the game UiCs in making the decision to call games due to weather. (**NOTE:** Do not allow teams to leave the park when weather causes a stoppage in play. The OD should wait until the UiCs make a final determination that the fields are no longer playable. Refer to Section V.6.c for further guidance on severe weather procedures.)
- g. At the conclusion of games, ensuring teams perform all post-game requirements as stated in Section V.4.b.
- h. Ensuring all league assets (equipment sheds, boardroom, pitching machines, etc.) are properly secured and the lights are off. Remain with the concession stand manager until he or she departs the park and assist in concession stand closing procedures.
- i. In the event of an incident requiring an accident report, the OD shall be responsible for ensuring that the accident report is completed by the Manager or

Team Safety Officer who witnessed the incident. The OD shall notify the President and the Executive Vice President(s) of the incident.

j. In Junior umpires only games, the OD and the Game Coordinator will assist the Junior umpires in keeping the delay between innings to less than two (2) minutes.

2. MANAGERS AND COACHES:

a. Managers:

Each manager, Tee Ball through Senior League, shall be appointed by the CSLL President and approved by the Board of Directors. The CSLL President and Board of Directors shall interview each candidate for a manager's position prior to being appointed and approved.

1.1. Primary Coaches:

Rule 1.01 of the OR&PR permits two (2) adult coaches during a game. While the coaches have equal status, to facilitate communication, identification, and the approval of coaches, one coach will be identified as the "designated coach" while the remaining coach will be identified as the "assistant coach." In the manager's absence, only one of these two coaches may serve as manager during all league activities. Each designated and assistant coach, Tee Ball through Senior League, shall be recommend by the division vice-president, appointed by the CSLL President, and approved by the Board of Directors. The CSLL President and Board of Directors will perform the evaluation of coach candidates.

1.2. Practice Coaches:

Above and beyond the two primary coaches, managers may designate any number of adults to assist as "practice coaches". Manager must identify these coaches for approval by the Board of Directors. Adults not approved, as coaches are not covered by CSLL insurance. Practice coaches are not eligible for selection as All-Star managers/coaches.

1.3. Base Coaches:

Teams may use two (2) base coaches, provided the base coaches consist of a combination of the approved manager and coaches or player(s) with a helmet. However, managers must ensure one adult remains in the dugout at all times. The manager may not "pull a parent" out of the stands to act as base coach or dugout supervisor unless the parent is an approved primary/practice coach.

1.4. Umpiring:

The manager, designated coach and assistant coach for each team shall each be required to umpire a minimum of two regular season games at the Machine Pitch and above levels. Managers and Coaches may not umpire in their own divisions. Certified CSLL umpires may umpire in their own divisions.

1.5. Pitch Count:

The manager or one of the on-field coaches shall keep the pitch count for their team. At the end of each half inning the pitch count(s) shall be reported to the Official Scorekeeper and noted in the scorebook. The pitch count must be reported from the CSLL official scorebook to the CSLL Website as instructed by the CSLL board member. However, the official scorebook will be the approved count.

1.6. Gentlemen's Agreements:

Umpires will not enforce any gentlemen's agreements between the managers regarding rules governing the game and will not allow any arguments during the game regarding any gentlemen's agreement.

3. UMPIRES:

a. The Chief Umpire is responsible for drafting changes, updating and / or correcting the CSLL Local Rules and Policies. This is to be done annually, and as required, through the Rules Committee and approved by the Board of Directors.

b. The Chief Umpire is responsible for recruiting and training of league umpires. Upon completion of umpire training, the Chief Umpire will provide the CSLL President with a list of umpires for appointment and Board of Directors approval.

(1) Junior Umpires must be at least league age 12 to qualify as an umpire. However, for Junior umpire who are league age 11 and will become 12 in the Fall, their parents or guardians may request a waiver to umpire Machine Pitch games only with a parent or guardian on the field.

(2) All new umpires, regardless of age, must attend the "six sessions" training provided by CSLL. Experienced Junior and Adult Umpires should attend refresher courses provided on an annual basis. The Chief Umpire is responsible for establishing the criteria for umpire training.

(3) All umpires (Junior and Adult) will be assigned to umpire Minor, Major, Junior and Senior League games by the Chief Umpire based on his/her judgment of their training, experience and maturity.

c. During the season, the Chief Umpire is responsible for scheduling umpires for all scheduled games (except Tee Ball Divisions). The authority for scheduling umpires may be delegated to the Umpire Scheduler but the Chief Umpire remains accountable for the content of the schedule.

d. All games should have a minimum of two umpires, the plate umpire (UIC) and the base umpire. In the absence of a scheduled base umpire, the managers will mutually approve a substitute base umpire. Substitute base umpires are subject to the approval of the Plate Umpire, but at least one base umpire must be provided.

e. Each Manager is highly encouraged at the all divisions to establish a position of Adult Team Umpire. This adult will be used in event no umpire or only one umpire is assigned to a game. The Head Umpire will provide dedicated training to ensure a basic level of knowledge by the Team Umpires.

f. The plate umpire may stand behind the pitcher or catcher to call the game.

4. OFFICIAL SCOREKEEPERS:

a. Scorekeepers are an integral part of all games at CSLL. It is imperative that each game's official scorekeeper knows what he/she is doing. The scorebook used by the official scorekeeper is an official record of the game, and will be referred to during discussions, disputes and protest situations. Incomplete and/or erroneous scoring of a game will not allow for an accurate log of what transpired on the field. Therefore, all designated team scorekeepers must attend the CSLL Scorekeeping Clinic held prior to the season.

b. The home-team manager provides the official scorekeeper for each game. The official scorekeeper must sit in the scorer's stand, if available; he/she may not sit in the team dugout. Only CSLL officials and official scorekeepers shall be allowed in the scorer's stand while a game is in progress (see exception in the next Section). Managers must not use parents or children who are not properly trained as official scorekeepers.

c. The official scorekeeper is responsible for operating the electronic scoreboard (if available and operational). At the official scorekeeper's discretion, he/she may invite a parent or child into the scorer's stand to operate the scoreboard.

d. The official scorer should assume his/her duties at least fifteen minutes prior to game time so that he/she can prepare the scorebook as discussed in Section V.9.

e. During the conduct of games, official scorekeepers are to remain "neutral". Cheering for his/her team is not appropriate.

f. As stipulated in OR&PR, official scorekeepers are not allowed to point out batting-out-of-turn violations, but are required to prevent protest situations. This includes pointing out when an ineligible pitcher is taking the mound, or an illegal substitute is entering the game.

g. Between batters, the official scorer can consult with the umpire for clarifications or explanations necessary to accurately record the game in the official scorebook.

h. The official scorekeeper shall record in the scorebook the pitch count(s) as reported each half inning by the defensive manager. The scorekeeper shall notify the plate umpire immediately if the count is not reported. When a pitcher is within 10

pitches of their limit at the start of an inning the scorekeeper shall notify the plate umpire.

i. The official Scorekeeper will be the game coordinator for junior umpires only games, and will be responsible for weather and lighting conditions condition, and keep the game moving between innings by less than two minutes.

5. PUBLIC ANNOUNCERS:

a. On occasion, CSLL will use public announcers during games. The public announcer shall sit in the scorers stand to perform his/her duties. The public announcer should not perform the duties of official scorekeeper, but may assist in the operation of the scoreboard.

b. The public announcer normally announces batters by name as they approach the plate. The public announcer shall use the batting order as written in the official scorebook to make the announcements. However, the announcer should see who is coming to bat and actually announce that batter's name/number, even if such batter is batting out-of-turn. The announcer should not give away the fact that a batter is batting out-of-turn.

SECTION VI: GAME RULES AND OPERATING PROCEDURES

1. GAME SCHEDULES:

The game, practice, and field schedules shall be published separately and are the responsibility of the CSLL Scheduling Officer. All regulation games will be played on fields that meet OR&PR specifications and standards. Under no circumstances will games involving teams in Little League (Majors) Division and below be played on 90-foot diamonds (i.e., Franconia Park) or fields without pitcher's mounds (i.e., Lee High Park). (**NOTE:** Tee Ball games may be played on these fields as specified in Section VI.3.o.)

2. POSTPONED, PROTESTED, FORFEITED AND TIED GAMES:

a. Postponements:

Games shall not be postponed except for inclement weather, field conditions, or the inability to field eight (8) players. Managers should take full advantage of the pool player system as described in OR&PR Regulation V.(c) and clarified in Section II.9.a.(2) above so that teams always have the minimum number of players necessary to play. (**NOTE:** Refer to Rules 3.10, 4.16, and 4.17 in the OR&PR for additional guidance.)

1.1. Protests:

Reference Rule 4.19 in the OR&PR. Should a manager protest a game, the manager will file a report within 24 hours to his/her Division Vice President. The game's UiC will file an Umpire Incident report within 24 hours to the CSLL Chief Umpire. The President shall convene a five-member Protest Committee consisting of the President, League Vice President, Player's Agent of the division involved, Chief Umpire, and a member of the Board's Executive Committee. If the Vice President and/or Chief Umpire were involved in the protested game, the President shall select other members of the Executive Committee as needed. The Protest Committee will resolve the protest and either:

- (1) Deny the protest and let the game results stand.
- (2) Accept the protest but still let the game results stand if the Protest Committee feels the protest did not affect the overall outcome of the game.
- (3) Accept the protest and replay the game from the point of protest, or.
- (4) In the case of the use of an ineligible pitcher or player, award a forfeit to the offended team as discussed in the next Section.

The Protest Committee's decision is final. A manager may not appeal the decision to District or higher authority.

1.2. Forfeits:

CSLL officials shall take every action to prevent forfeits. In the event an umpire decides to prematurely end a game due to uncontrollable circumstances (i.e.,

reasons cited in Rule 4.15 and 9.01 of the OR&PR, etc.), the official scorekeeper shall annotate this in the scorebook. The scorekeeper shall ensure the game situation (score, base runners, number of outs, count on the batter, etc.) is properly indicated. The game UIC will file an Umpire Incident report within 24 hours through the CSLL Chief Umpire to the CSLL President. Final decision to award a forfeit or resume play from the point of suspension lies with the Board of Directors.

1.3. Ties:

In the event of a tie game, Rules 4.11(e) and 4.12 of the OR&PR shall guide the UIC.

3. RESCHEDULING OF GAMES:

a. General:

Games that have been postponed will be rescheduled by the Scheduling Officer, in cooperation with the Division Vice President, Chief Umpire and Concession Stand Manager, no later than the first available make-up date following the postponement (normally the first Sunday following the postponement). An exception to this policy requires approval by the Board of Directors. Managers **WILL NOT** reschedule games amongst themselves. If a manager knows he/she cannot field a team, he/she shall notify the Scheduler, Division Vice President, Chief Umpire, and Concession Stand Manager for rescheduling as stipulated in this Section. **Games will not be rescheduled for personal convenience.**

1.1. Postponing Rescheduled Games:

If rescheduled postponed games are further postponed due to inclement weather or field conditions, they will be rescheduled on the first available make-up date. However, if a manager requests that a rescheduled postponed game be further postponed due to lack of players, coaches or the manager, the Division Vice President may deny this request and recommend forfeiture of the game to the other team. Final forfeiture decision lies with the Board of Directors. **The potential absence of a manager, coach, or specific player(s) is not grounds for postponement.**

1.2. Exemptions:

Make-up games will not be scheduled on Easter Sunday or Mother's Day unless **absolutely necessary** and only upon approval of the Board of Directors. This should only be considered when the number of make-up games required would cause CSLL to play games beyond the end of the regular season.

4. FIELD PREPARATION:

a. Pre-Game:

One-half hour prior to a game during the week and the first scheduled game on Saturday or Sunday, the game field will be cleared of all players other than teams scheduled to play. Each team shall have ten (10) minutes sole possession of the

field for infield/outfield practice with the visiting team taking their infield/outfield practice first. The playing field shall be cleared at least ten (10) minutes prior to scheduled game time to allow for field preparation. The home team shall be responsible for preparing the field for play. Field preparation entails lining the batter's boxes, catcher's box and first/third base lines, as well as providing the official scorebook, the electronic scoreboard control, first-aid kit, and two (2) baseballs for the game. (**NOTE:** Prior to the start of the second and subsequent scheduled games on Saturday or Sunday, and the second of back-to-back weekday games, the UiC may shorten the pre-game infield/outfield practice in the interest of maintaining the game schedule for the day.)

1.1. Post-Game:

Each team will clean up its dugout and pick up all trash around the bleachers after every game before distributing drink tickets to the players. The team managers are responsible for ensuring that the official scorebook, electronic scoreboard control, and first-aid kit are returned to the league Boardroom (unless another game follows on that field), and that the **trash barrels are emptied following EVERY game, including games played on weekends. Finally, the team managers (home and visitor) are responsible for blooming the infield, and raking the pitcher's mound, first/third base paths and home-plate area following their game.**

5. GAME TIME AND RUN LIMITATIONS:

a. General:

In order to keep games on schedule and avoid unduly long innings (e.g., due to many walks or errors), CSLL imposes time and run limits in specified circumstances.

(1) Curfew: CSLL abides by a curfew where no new inning shall start after 10 p.m. and a game cannot continue ("drop dead") after 10:30 p.m. The curfew takes precedence over all other time limits specified in these local rules.

(2) Clarification: CSLL time limits are NOT "drop-dead" limits; rather, they specify that no new inning shall start at/after a certain amount of game duration. A new inning starts the moment the home team makes its third out in the bottom of the previous inning. In games with run limits, a new inning starts the moment the home team makes its third out or scores its last run in the bottom of the previous inning. (**NOTE:** the clock officially starts when the UiC calls "Play" to begin the game).

(3) Must Concede Rule: Reference Rule 4.10(e)(2) in the OR&PR, the 10-run "may concede" maximum differential rule will be used at CSLL for the Majors and Juniors Divisions. However, if the game is more than 2 hours long and one team has a lead by more than ten runs at the end of an inning, the team with the least runs **must** concede the game before starting a new inning. The 15-run rule does not apply to CSLL league games.

1.1. Senior and Junior League:

(1) Time Limit: If the Senior, Junior and/or Intermediate Leagues play an interleague schedule, time limits will be in accordance with the rules as agreed upon by the District 9 Interleague Committee(s). However, if the Senior, Junior and/or Intermediate Leagues play an intraleague schedule, no new inning shall start at/after two hours (2:00) from the beginning of the game unless the score of the game is tied at that point. If the score is tied at the end of the seventh inning or after two hours, the game shall be continued into extra innings—weather and daylight permitting—until a winner is determined.

(2) Run Limit: There are no scoring limits in the Intermediate and above divisions. However, the game will continue until the game is regulation game regardless of time limits.

1.2. Little League (Majors) Division:

(1) Time Limit: There is no time limit for Little League (Majors) Division games, except as imposed by the curfews described in Section V.5. a. (1).

(2) A game shall begin at its scheduled start time or 20 minutes after the last out of the previous game, whichever is later. Between games the home and away team needs to clear the dugout and field in 5 minutes. The plate umpire or game coordinator shall keep game time and advise the scorekeeper of the start time.

(3) Run Limit: There are no scoring limits in Little League (Majors) Division games.

1.3. Minor League (AAA, AA, Machine Pitch) Divisions:

(1) Time Limit:

(a) There shall be a time limit on Minor League Division games, but this limit applies only when at least four innings have been played (three and one-half if the home team is ahead) and the score of the game is not tied at the end of the inning.

(b) When a new inning starts after one hour and thirty minutes (1:30), the UiC will notify both managers that the new inning will be the “final regulation inning” of the game and all subsequent innings (if the score is tied) will be “extra innings.”

(c) If the game is tied after the “final regulation inning” or the sixth, the game shall continue into extra innings until a winner is determined. (Exception: CSLL’s evening curfew described in Section V.5. a. (1). takes precedence over all time limit and game continuation provisions.)

(d) Time limits will not apply for the Championship Game of any post-season tournament.

(e) A game shall begin at its scheduled start time or 20 minutes after the last

out of the previous game, whichever is later. Between games the home and away team needs to clear the dugout and field in 5 minutes. The plate umpire or game coordinator shall keep the game time and advise the scorekeeper of the start time.

(2) Run Limit: In Minor Leagues, a team is limited to no more than five (5) in a single inning (Rule 2.00-Inning in the OR&PR). In the final regulation inning and extra innings in the Minor League divisions the number of runs allowed will double to ten (10). Once a game becomes regulation (as defined in Rule 4.10(c) in the OR&PR), and the time and run limits will not allow a team to score enough runs to tie or win the game, the manager shall concede the victory to the opponent.

(3) Final (Max) Run Restriction in AA division the final (max) run of each half inning shall not score on a "steal" of home plate. The offensive team must score the final (max) run on a batted ball, or on a bases-loaded walk/hit batsman. If a runner scores the final run of the inning on a wild pitch, passed ball, or bad throw from the catcher back to the pitcher or any other fielder, the UIC shall call Time when play ends and return the runner back to third base, regardless of where the runner started (i.e., a runner who advances from second to third on a passed ball may not continue and score the final (max) run if the catcher's throw to third goes wild). However, if the defense makes a play on a runner attempting to score the final run-in violation of this rule and successfully retires the runner, the out shall stand.)

(4) The "soft toss" pitch rule shall be in effect for AA division for entire season. The batter shall not walk if he or she gets four balls. Instead, after reaches a count with four balls during an at-bat, the batter's manager or designated coach shall toss the ball to the batter. The designated coach must be certified by board and may be a fourth coach allowed on the field. The following rules apply:

- The batter will be entitled to at least three soft tosses.
- If the count reaches 4 balls, the batter will receive up to three soft-toss pitches.
- During the soft toss portion of the at bat, the pitcher may stand on pitcher's plate or up to approximately three feet behind plate.
- If after the third hittable soft toss pitch, the batter has not put the ball in play, he/she shall be declared out.

1.4. Tee Ball Division:

See Coach Pitch and Regular Tee Ball Division Local Rules, Section VI.4.b.(7) and VI.5.b.(7), for guidance regarding maximum innings and time limits on games.

1.5. Resumed Games:

If a game is stopped before becoming a regulation game (as defined in Rule 4.10(c) in the OR&PR) due to darkness, curfew, or weather, the game will be concluded the next time the two teams meet as stipulated in Rule 4.12 of the OR&PR. The two teams shall finish the incomplete game before starting the regularly scheduled game. The appropriate time and run limit procedures shall apply.

1.6. Authorized Clock Stoppages:

In the event that a time-limited game is delayed for weather, light failure, serious injury, or other extraordinary circumstance, the UiC shall stop the clock and inform the official scorekeeper of the elapsed game time. The official scorekeeper shall annotate the elapsed game time in the scorebook. When the game resumes, or if the game is eventually postponed and resumed at a later date, the clock shall pick up from the moment the game stopped. (**NOTE:** game delays due to player substitutions, minor injuries, equipment adjustments, or other ordinary reasons will not require clock stoppage. However, the UiC must be vigilant for unnecessary delays (i.e., multiple player substitutions, long pitching conferences, etc.) designed to take advantage of time limits, and add time to the clock at his/her discretion if he/she judges the manager is purposely delaying the game.)

1.7. Official Timekeeper:

For time-limited games, the UiC is responsible for the official time. This responsibility will not be given to the game's official scorekeeper, a team manager/coach, or game spectator. The UiC may either keep the time himself/herself, or delegate it to the base umpire.

6. CALLING GAME FOR DARKNESS/WEATHER:

The UiC will call games for darkness or weather as soon as there is any doubt regarding the conditions of safe play. The UiC's decision is FINAL. For this section, Game coordinator is treated as the UiC.

a. Darkness:

On unlighted fields, the UiC should be very aware of impending darkness, and not allow a game to continue beyond the time it becomes too dark to play. It is better to call a game at the end of a full inning while there is still some daylight than to allow the next inning to start and then have to call the game in the middle of that inning. For lighted games, the UiC shall order the playing field lights turned on whenever in such umpire's opinion darkness makes further play in daylight hazardous. The UiC should attempt to have the lights turned on so that they are fully lit at the start of an inning.

1.1. Weather:

For inclement weather, the thirty (30) minute guideline in Rule 3.10(b) of the OR&PR applies. However, if it becomes obvious that field conditions will not allow a

resumption of play, the UiC may call the game prior to the thirty (30) minute wait period. Conversely, the UiC may wait longer than thirty (30) minutes if he/she judges there is still a chance to resume safe play.

1.2. Severe Weather Special Provisions:

In the event of severe weather, league officials will take every precaution to ensure the safety of all league members. CSLL has a lightning detector that the OD will maintain as covered in Section IV.1.f. If any league official sees lightning, or the detector indicates a lightning strike within a 10-mile range, games will immediately cease. All players, spectators, and personnel will retreat to their **cars**. Games will not resume until at least thirty (30) minutes after the storm and at least ten (10) minutes after the last lightning strike is seen or detected within the 10-mile range. (**NOTE:** Nobody should leave the park until the UiC officially calls the game.)

7. PLAYER PROTECTION:

a. Equipment During Warm-ups:

(1) Any player warming up a pitcher, whether a regular catcher or not, must wear a helmet/mask during the warm-up. Male catchers must also wear a cup while warming up a pitcher.

(2) During pre-game infield/outfield practice, the catcher (the player catching throws next to the coach) must wear a helmet/mask. A manager/coach can act as the catcher during pre-game infield/outfield practice.

(3) When a pitcher warms up in the bullpen during the game, a player with batting helmet and glove will act as “protector” of the pitcher and catcher from batted balls and errant throws. This player must face the plate and have clear vision of the batter. In the event, there are no additional players available, an adult coach may act as protector.

1.1. Players in Casts:

A player wearing any type of cast is not allowed on the playing field. This includes helping during pre-game and between-inning warm-ups, and acting as base coach. A player wearing a cast may sit in the dugout to support the team.

1.2. Lead Off Batter:

The first batter of each half-inning who is permitted to be outside the dugout between half-innings, shall take a position at the home-plate end of the player’s dugout, well away from the foul line and field of play. The batter shall not stand near the plate to time the pitcher’s pitches. On-deck positions are only allowed for Senior and Junior Leagues. (**NOTE:** for safety reasons, this will not apply in Tee Ball divisions.)

8. LITTLE LEAGUE PLEDGE:

The Little League pledge can be recited before any game at the request of a manager. Participants are not required to recite the pledge.

9. LINEUPS AND SCOREKEEPING:

a. Prior to each game, managers will prepare multiple copies of their respective team's lineup. The following information must appear on the lineup card:

- (1) The name/division of the team (i.e., AAA Cubs).
- (2) The date.
- (3) The name of every player on the team roster (both present and absent players).
 - (a) Full names or reasonable abbreviations must be used (i.e., John Smith; J Smith; Smith, John; Smith, J; John S.)
 - (b) Players who are in the starting batting order are listed first.
 - (c) Reserve players, if any, are listed next.
 - (d) Players who are absent, or present but unable to play, are listed last. Next to each name, annotate the player's status. (i.e., sick, injured, on vacation, absent, restricted by parent from playing, etc.)
- (4) Each player's uniform number.
- (5) Each (starting) player's position (i.e., P, C, 1B, etc., or 1, 2, 3, etc.)
- (6) In all Divisions, write each pitcher's (starter and relievers) age and eligibility for the day [i.e., Smith, J -- 11] (**NOTE:** The player's age is required due to restrictions on eleven (11) year old pitchers in the AA Division.)
- (7) The manager's signature.

b. The official scorekeeper will review the lineup cards, and return them to a manager for correction if necessary. The official scorekeeper will ensure that the lineups are in the official scorebook and that innings of eligibility for each pitcher are noted in the lineup.

c. The UIC, scorekeeper, and opposing manager must be informed of lineup changes during the course of the game and only at such time as a change is actually made. Even if the manager indicates changes on his/her lineup card in advance, the manager must still make an official announcement of such changes when they take place so that everybody is aware of them. Changes in lineups will be made without disruption to the game and timeouts will be held to a minimum.

d. During an inning, managers are not permitted on the field or in the scorer's stand for purposes of speaking with the scorekeeper for any reason except an official lineup change.

10. FIELD DECORUM:

a. Manager/Coach Attire:

All managers and coaches must be properly attired and conduct themselves in an exemplary manner. This includes the wearing of a proper shirt, pants and shoes, and using proper language at all times.

1.1. Adults on Field:

Only the manager and two (2) adult coaches listed on the official roster submitted to Little League Baseball, Inc. are allowed on the playing field. These individuals shall not leave the bench or dugout except as permitted by the OR&PR and these rules. Managers and coaches can warm up the pitcher during the pre-game warm-up and during the game as stipulated in the OR&PR. Other personnel (parents not designated as coaches, older siblings of players, other children, etc.) are not authorized on the field or in the dugouts during warm-ups and game time.

1.2. Manager/Coach Positions:

Equipment Restrictions on Field: Managers and coaches may stand outside and directly in front of the dugouts during games. They may not leave the immediate vicinity of the dugout without requesting permission from an umpire. They will not sit on any type of chair or equipment (coolers, ball buckets, etc.) outside of the dugouts. Umpires may direct managers and coaches who fail to comply to remain inside the dugout for the game duration. One adult must remain in the dugout at all times.

1.3. Interaction with Game UiC:

Only the manager is permitted to discuss a rule interpretation with an umpire. The manager is the person who attends the UiC's plate conference prior to the game. If a manager sends a coach to attend the plate conference, the UiC shall remind that coach that he will become the manager for that game. Only league-appointed managers and coaches can serve as game managers.

1.4. Compliance:

Failure of a manager/coach to comply with Sections V.10.a through V.10.d above shall result in the manager/coach receiving a warning from the appropriate Division Vice President. A second failure to comply will result in the manager/coach appearing before the Board of Directors or a designated committee of the Board to show cause why he/she should not be removed as a manager/coach.

1.5. Suspensions and Resumed Games:

If a manager, coach or player is ejected from a game, and that game is called and resumed on a later date, the disciplinary action still applies, and the appropriate Division Vice President shall advise the umpires of the resumed game of that fact.

11. TIES IN STANDINGS:

In the event that a tie occurs in the league standings at the end of the regular season, the higher position in the standings will go to the team with the best won/lost record in head-to-head competition (wins vs. losses). If more than a two-way tie exists and/or the higher standing cannot be determined in the foregoing manner, then the higher position in the standings shall be awarded to the team which permitted the lowest average of total runs scored per game between/among the teams that are tied. In the event a tie in standings still exists, the higher standing will be awarded the team that permitted the lowest average of total runs scored per game by all opposing teams during the entire regular season.

12. POST-SEASON CHAMPIONSHIPS:

a. Little League (Majors) Division and Minor League:

The Board of Directors shall determine the CSLL post-season championships format no less than two weeks prior to the end of the regular season.

(NOTE 1): The post-season championship is an extension of the regular season, not a tournament. As such, all regular season rules in accordance with OR&PR and supplemented by these local rules apply. Pitching eligibility shall continue from the final scheduled regular season game.)

1.1. Tee Ball:

There will be no post-season championships in the Tee Ball divisions. The Board of Directors, under the provisions of Regulation IX(i) of the OR&PR, may organize a "Fun Tournament" to coincide with the Little League (Majors) Division and Minor League post-season championships, or may simply continue the regular season until the Little League (Majors) Division and Minor League post-season championships are complete.

1.2. Senior and Junior League:

If the Senior and/or Junior Leagues play an interleague schedule, the Senior and Junior League post-season championship games will be in accordance with the rules as agreed upon by the District 9 Interleague Committees. Should the Committee decide not to have post-season play, if a post-season championship does not involve any of CSLL's teams, or if the Senior and/or Junior Leagues play an intra-league schedule, the CSLL divisions may conduct their own championships if proposed by the Division Vice President and approved by the Board of Directors. The championship will be conducted as stipulated in the previous Section.

SECTION VII: Machine Pitch and TEE BALL PROCEDURES AND LOCAL RULES

1. GENERAL:

CSLL Machine Pitch and Tee Ball divisions are broken down into three divisions: Machine Pitch, Coach Pitch Tee Ball, and Regular Tee Ball. Machine Pitch division will use the pitching machine and will follow all Minor League rules as specified in OR&PR, and Tee Ball divisions will follow all the Tee Ball rules in the OR&PR, supplemented by the following procedures and rules below. Standings will not be kept in Tee Ball divisions.

2. TBD

3. Machine Pitch DIVISION:

a. Machine Operators:

Only pitching machines will be used in the Machine Division. Live pitching (i.e., coach pitch) will not be permitted. An adult will feed the machine while his/her team is at-bat. Due to the requirement for base coaches and an adult in the dugout, a fourth (4th) team adult will be allowed on the field in Machine Pitch to operate the pitching machine. That adult may not coach players or runners on the field at any time. When the team is on defense, this fourth team adult has the choice of remaining in the dugout or outside of the fence. A fifth (5th) team adult will be allowed as a bench coordinator to assist the coaches/manager. These team adults must pass background and other requirements by CSLL and LL.

1.1. Machine Setup:

The home-team manager is responsible for the setup and teardown of the pitching machine as part of his/her field preparation responsibilities. The speed of the machine shall be set around 40 on the control knob so that the pitch trajectory is as level as possible. The adult is responsible for adjusting the pitching machine; it shall not be readjusted except at the umpire's direction.

1.2. Machine Adjustments:

The pitching machine will only be adjusted between each half inning unless the machine establishes a bias to the detriment of the game (i.e., it begins to bounce or sail the pitch), and/or the machine issues a walk, or hits a batter, at which time the UiC will direct an adult will make an immediate adjustment.

1.3. Pitching Procedures:

The adult shall not make any motions (i.e., a windup pitching motion) that may distract any player. The adult shall wait until all players are ready, and then hold the ball high in the air before feeding it into the machine.

1.4. Machine as a Defensive Player:

The pitching machine is considered a defensive player. All batted balls striking the machine will be treated the same as if they struck an actual pitcher.

1.5. Kid Pitcher Position:

In the interest of safety, the player at the mound shall be positioned with one foot inside the pitching circle, and no closer to home plate than the nozzle of the pitching machine when the pitch is delivered and reaches the batter. The player shall stand on either side of the pitching machine until the ball leaves the machine. The player shall not run forward towards the batter when the ball leaves the pitching machine.

1.6. Bunting:

Bunting is not allowed.

1.7. Handing the Ball to the Machine Operator:

The player must be inside the pitching circle and deliver the ball directly to the adult (i.e., the ball cannot be thrown or tossed to the operator from inside or outside the pitching circle).

1.8. Dead Ball Situation:

The ball is dead when the pitcher has possession of the ball, is totally inside the infield grass, and no runner is attempting to advance. The runner can only advance to the next base. The umpire will call Time when the ball is dead.

1.9. Appeals:

Appeals shall be made prior to delivery of the next pitch. Once the ball is delivered to the adult, the ball is in play.

1.10. Ball Under the Machine:

Should a live-batted ball settle under the legs of the pitching machine, the adult will immediately call Time and advance the batter and all runners gets one base. Should a live thrown ball settle under the machine, the adult will immediately call "Time" and place the base runners at the bases last touched when the ball settled under the machine. The area under the machine is not considered dead ball territory; therefore, the two-base award as specified in Rules 7.05(f) and (g) of the OR&PR does not apply.

1.11. Base Running Restrictions:

Base runners shall not leave their bases unless the ball hits the backstop after getting past the catcher. The ball is live and runners may advance at their own risk. If a runner disengages his/her base before the ball contacts the backstop, all runners are guilty of violating this rule and shall be returned to their previous bases. Any plays made on base runners after one disengages illegally shall be nullified unless a runner is put out. The out shall stand, and other base runners shall be returned to their previous bases. **(NOTE:** For games played at Franconia Park or other field that does not have a backstop at the regulation distance behind the plate, the umpires

shall be the sole judges whether or not the ball would have struck the backstop. See additional guidance on Machine Pitch games at other fields in Section VI.2. or below. Also, see additional base running restrictions regarding the final (max) run of the inning in Section V.5.d.(3).)

On any throw that gets past the first baseman from an infielder in an attempt to put out a batter/runner, the batter/runner may not advance to second base or beyond. If they attempt to advance, they cannot be put out and must return to 1st base. All other runners may advance at their own risk. If the ball goes into dead ball territory, the play would follow Little League Baseball rule (7.05(g)), two bases for the runners from the time of the pitch from an initial throw by an infielder.

1.12. Defensive Positioning Requirements:

In the interest of maximizing opportunities for all players, each player on the roster shall play a minimum of two (2) and maximum of four (4) complete innings of infield per game. (EXCEPTION: A player may play the catcher position for more than four (4) complete innings; however, once that player plays four (4) or more innings at catcher, he/she may not move to an infield position. Also, a player who plays one or more innings in the infield may subsequently play the catcher position to the four (4) inning limit (i.e., a player who plays shortstop for two innings may subsequently play no more than two innings at catcher)). If a player has not met the two (2) innings requirement due to the game being shortened by time or run limits, that player must start in the infield the next game. Each player shall start at least one game at an infield position during the season. The penalty on the manager who fails to adhere to this requirement is the same as that stipulated in Regulation IV(i) of the OR&PR. (NOTE: A player may be exempted from this requirement due to safety considerations. In order for a player to qualify for the exemption, the manager shall present a list of these restricted players' names to the Player Agent and Division Vice President for approval.)

1.13. Other Field Usage:

If necessary due to the number of Machine Pitch teams in the league, games may be played on fields other than Carey Fields at Trailside Park. These fields must meet all specifications and standards as stipulated in the OR&PR except for the pitcher's mound and backstop requirements. In the event that Machine Pitch games are played on a 90-foot diamond (i.e., Franconia Park), or a field without a pitcher's mound (i.e., Lee High Park) the pitching machine shall be set up the normal 46 feet from the plate. The base umpire will use his/her judgment to determine compliance with the pitching circle requirements listed in Sections VI.2.f, VI.2.h, and VI.2.i above. The existing pitcher's mound on the 90-foot diamond is considered live ball territory. (NOTE: Machine Pitch games will not be played on fields that do not meet OR&PR specifications and standards, such as the league's practice fields.)

1.14. Infield fly rule:

The infield fly rule will not be enforced in Machine Pitch.

1.15. Gentlemen's Agreements:

Umpires will not enforce any gentlemen's agreements between the managers regarding rules governing the game and will not allow any arguments during the game regarding any gentlemen's agreement.

4. Coach Pitch DIVISION:

a. Game Preparation:

The home team manager is responsible for marking the field, obtaining the first aid kit, and providing baseballs for each game. "Soft" baseballs will be used in all Tee Ball games.

1.1. Game Procedures:

(1) The team in the field will consist of no more than ten (10) players, playing the nine regular positions and a short field.

(2) The catcher will play the normal position unless the ball is hit off a tee. If the ball is hit off a tee, the catcher will take a position behind the umpire and the batter and come forward only after the ball has been hit fair and the tee removed.

(3) No fielder will play within thirty (30) feet of home plate.

(4) The short fielder will play no closer than ten (10) feet beyond the baseline until the ball is hit fair from the tee.

(5) The coach will pitch 4 balls to his batter at a distance not greater than 45 feet. Afterwards, the coach will place the tee in front of the batter. The pitcher will take a position to the left or right on the pitching rubber until the ball is hit. If the ball is on the tee, the pitcher will take a position on the rubber.

(6) A player may not play at the pitcher and/or first base position any more than two (2) innings TOTAL in any game. For example, Player "A" may play one inning at pitcher and one inning at first base, and Player "B" may play two innings at pitcher and is NOT ELIGIBLE to play first base. Playing at either position for one batter constitutes an inning for this rule.

(7) No new inning will start after one hour and thirty minutes (1:30) has elapsed from the beginning of the game and must play one inning. If a game is called for weather, darkness, etc. it will be considered complete games if one (1) complete innings have been played.

(8) The batting order shall be all players on the roster listed in the order they are to bat. The batting order will be exchanged between the managers prior to the start of the game. Late arriving players will be placed in the last available position of the original batting order.

(9) The offensive side is retired if 3 outs are made by the defense team and the next inning will begin with the next batter listed in the batting on the batting order;

or Coach Pitch the offensive side is retired after all players in the batting order have batted one time each in the inning.

(10) There are no strikeouts. The batter's turn at bat is not completed until the batter gets a hit or is put out.

(11) A foul ball is identical to conventional Minor League/Little League (Majors) Division baseball with two (2) exceptions:

(a) The ball is foul if the ball travels less than fifteen feet in fair territory from home plate as marked by the arc. As such, bunting is not permitted.

(b) The ball is foul if the batter hits the tee with the bat causing the ball to fall from the tee.

(12) The infield fly rule does not apply in Tee Ball.

(13) Free substitution of fielders is authorized anytime the ball is not in play.

(14) There shall be NO PROTESTS and NO FORFEITS in Tee Ball games. If there is a dispute that cannot be settled by the managers after appealing to the umpires, it shall be taken to the Division Vice President. The Division Vice President (or designated representative) is the final arbiter of any dispute on the Tee Ball playing field.

1.2. Coach Pitch Safety Rules:

(1) Sliding is permitted with no headfirst slide unless going back to a base. If player slide headfirst going to base the runner is out.

(2) The player occupying the defensive position of catcher must wear full protective equipment, including a catcher's mask with throat guard and protective helmet, shin guards and long model chest protector with neck collar. All male catchers must wear the plastic, metal or fiber protective cup.

(3) All batters, base runners, and child base coaches (optional for adult coaches) must wear protective helmets. Do not allow players to remove helmets until they are inside the team dugout.

(4) There shall be no "on deck" batters. For safety purposes, the leadoff batter for each half inning will remain in the dugout until called to the plate by the umpire.

1.3. Umpires:

The two participating teams will provide the game's umpires. League umpires will not be provided for Coach Pitch games.

(1) The duties of the plate umpire are as follows:

(a) If necessary, the plate umpire will adjust the tee to the height of the batter, ensuring that the batter's feet are in the batter's box. When the batter and all fielders are ready, the plate umpire shall place the ball on the tee and call "PLAY BALL" to initiate play.

- (b) Determine and verbally indicate if a ball is batted foul.
 - (c) Remove the tee from the home plate area after each hit.
 - (d) Call Time and raise both arms when:
 - (i) The pitcher or coach possesses the ball in the dirt area around the mound.
 - (ii) The catcher possesses the ball inside the 15-foot arc.
 - (iii) The runner can take more than one base.
 - (e) At the discretion of the plate umpire, warn (notify the manager of the warning), and then call out any player who throws a bat or slides.
- (2) The duties of the base umpire are as follows:
- (a) Ensure that the fielders are in their proper positions before the plate umpire puts the ball in play.
 - (b) The runner shall not leave the base until ball put in place. If the runner leaves early, all runners must return to their base.
 - (c) Call Time and raise both arms when once the play has stop or the ball is handed to a coach, all runners must return to the last occupied base during the play.
 - (d) Ensure that, on any attempted play at a base, the runner or runners will be permitted to advance at their own risk.
 - (e) Make SAFE and OUT calls on the bases.

1.4. Conduct of Coach Pitch Fans:

The plate umpire, Division Vice President, or other league official will ask fans to leave the Tee Ball field if they are abusive or impede the sportsmanlike progress of any game. Games will be stopped until the offenders leave the field. POSITIVE CHEERING FOR ALL PLAYERS IS ENCOURAGED.

5. Regular Tee Ball DIVISION:

b. Game Preparation:

The home team manager is responsible for marking the field, obtaining the first aid kit, and providing baseballs for each game. "Soft" baseballs will be used in all Tee Ball games.

1.1. Game Procedures:

- (1) The team in the field will consist of no more than (10) players, playing the nine regular positions and a short field.

- (2) The catcher will take a position behind the umpire and the batter and come forward only after the ball has been hit fair and the tee removed.
- (3) No fielder will play within thirty (30) feet of home plate.
- (4) The short fielder will play no closer than ten (10) feet beyond the baseline until the ball is hit fair from the tee.
- (5) The pitcher will take a position on the pitching rubber until the ball is hit.
- (6) A player may not play at the pitcher and/or first base position any more than two (2) innings TOTAL in any game. For example, Player "A" may play one inning at pitcher and one inning at first base, and Player "B" may play two innings at pitcher and is NOT ELIGIBLE to play first base. Playing at either position for one batter constitutes an inning for this rule.
- (7) No new inning will start after one hour and thirty minutes (1:30) has elapsed from the beginning of the game and must play one inning to play. If a game is called for weather, darkness, etc. it will be considered complete game if one (1) complete inning have been played.
- (8) The batting order shall be all the players on the roster listed in the order they are to bat. The batting order will be exchanged between the managers prior to the start of the game. Late arriving players will be placed in the last available position of the original batting order.
- (9) The offensive side is retired each inning after all players in the batting order have batted one time each.
- (10) There are no strikeouts. The batter's turn at bat is not completed until the batter gets a hit or is put out.
- (11) A foul ball is identical to conventional Minor League/Little League (Majors) Division baseball with two (2) exceptions:
 - (a) The ball is foul if the ball travels less than fifteen feet in fair territory from home plate as marked by the arc. As such, bunting is not permitted.
 - (b) The ball is foul if the batter hits the tee with the bat causing the ball to fall from the tee.
- (12) The infield fly rule does not apply in Regular Tee Ball division.
- (13) Free substitution of fielders is authorized anytime the ball is not in play.
- (14) There shall be NO PROTESTS and NO FORFEITS in Regular Tee Ball games. If there is a dispute that cannot be settled by the managers after appealing to the umpires, it shall be taken to the Division Vice President. The Division Vice President (or designated representative) is the final arbiter of any dispute on the Tee Ball playing field.

1.2. Regular Tee Ball Safety Rules:

- (1) Sliding is not permitted.
- (2) The player occupying the defensive position of catcher must wear full protective equipment, including a catcher's mask with throat guard and protective helmet, shin guards and long model chest protector with neck collar. All male catchers must wear the plastic, metal or fiber protective cup.
- (3) All batters, base runners, and child base coaches (optional for adult coaches) must wear protective helmets. Do not allow players to remove helmets until they are inside the team dugout.
- (4) There shall be no "on deck" batters. For safety purposes, the leadoff batter for each half inning will remain in the dugout until called to the plate by the umpire.

1.3. Umpires:

The two participating teams will provide the game's umpires. League umpires shall not be provided for Regular Tee Ball games.

- (1) The duties of the plate umpire are as follows:
 - (a) Start each batter by adjusting the tee to the height of the batter, ensuring that the batter's feet are in the batter's box. When the batter and all fielders are ready, the plate umpire shall place the ball on the tee and call "PLAY BALL" to initiate play.
 - (b) Determine and verbally indicate if a ball is batted foul.
 - (c) Remove the tee from the home plate area after each hit.
 - (d) Call Time and raise both arms when:
 - (i) The pitcher possesses the ball in the dirt area around the mound.
 - (ii) The catcher possesses the ball inside the 15-foot arc.
 - (iii) A fielder possesses the ball, and the runners hold their bases.
 - (e) At the discretion of the plate umpire, warn (notify the manager of the warning), and then call out any player who throws a bat or slides.
- (2) The duties of the base umpire are as follows:
 - (a) Ensure that the fielders are in their proper positions before the plate umpire puts the ball in play.
 - (b) Warn, re-warn, and then call out any runners who leave the base before the ball is hit.
 - (c) Call Time and raise both arms when a fielder is in possession of the ball and the runners are holding their bases or when the plate umpire does so.
 - (d) Ensure that, on any attempted play at a base, the runner or runners will be permitted to advance at their own risk, **BUT NOT MORE THAN ONE BASE.**

(e) Make SAFE and OUT calls on the bases.

1.4. Conduct of Regular Tee Ball Fans:

The plate umpire, Division Vice President, or other league official will ask fans to leave the Tee Ball field if they are abusive or impede the sportsmanlike progress of any game. Games will be stopped until the offenders leave the field. POSITIVE CHEERING FOR ALL PLAYERS IS ENCOURAGED.

SECTION VIII: TOURNAMENT TEAMS

1. TOURNAMENT MANAGERS AND COACHES:

a. Candidate Requirements:

Not later than four (4) weeks prior to the end of the season, those who wish to manage CSLL tournament teams may volunteer by informing the CSLL President of their desires. The manager candidates of the Senior League, Junior League and Little League tournament teams must have been Senior League, Junior League and Little League (Majors) Division managers or coaches, respectively, during the regular season. Manager candidates for the 9- to 11- and 8- to 10- Year Old Division tournament teams must have been managers or coaches in the Little League (Majors) Division or Minor League.

1.1. Interviews/Selection Process:

The CSLL President shall convene a special meeting so that the Board of Directors may interview the manager candidates for the positions. Manager candidates will identify their respective choices for coaches during the interview process. Coaches must have been regular season managers or coaches as stipulated in the previous Section. Following the interviews, the CSLL President shall appoint and the Board of Directors shall approve the managers and coaches.

2. LITTLE LEAGUE MAJORS PLAYER SELECTION:

a. Voting Procedures:

Approximately two (2) weeks prior to the end of the regular season, the Player's Agent and/or his/her designated representative will provide each Senior League, Junior League and Little League (Majors) Division player, manager, participate umpires in the division, practice coaches and assistant coaches an opportunity to vote for tournament team members in their respective leagues. The vote will be made on special ballots containing only the names of Little League (Majors) Division players league age ten (10), eleven (11) and twelve (12). Players, managers, and coaches may NOT vote for a player currently assigned to their own regular season team. Ballots will be placed in a container that will remain sealed (except for the ballot insertion slot) until the ballots are tabulated. Ballots must contain votes for at least six (6) players to be considered.

1.1. Team Determination:

The ballots will be tabulated by the Player's Agent(s) who will be assisted by another CSLL Board member and supervised by the CSLL President and/or CSLL Executive Vice President. If the eight (8) players receiving the highest number of votes in each League/Division will become tournament team members pending a verification of their eligibility and availability. Players selected by the respective team manager and

coaches following consultation with the Player's Agent and CSLL President will fill the remaining positions on each of the tournament teams. The respective team manager and coaches shall select no less than four (4) and no more than six (6) players to close out the tournament team rosters. (**NOTE:** Any twelve (12) year old player who is one of the top eight (8) vote-getters for the Major's League tournament team will not be available for the any other tournament League tournament team.

1.2. Replacement Players:

Should one or more of the tournament team players on a team be declared ineligible or unavailable for tournament play, the respective team manager and coaches, in consultation with the Player's Agent and CSLL President, may select a replacement player for the respective tournament team. If a player is injured after the tournament team players have been selected, the CSLL Board of Directors strongly encourages the manager to replace the player.

1.3. Validation Requirements:

Following the selection of tournament teams, it is the responsibility of the CSLL President to review and certify the birth records of all players. Furthermore, it is the CSLL President's responsibility to ensure that all information entered on each tournament team's Eligibility Affidavit is true and correct. During these administrative processes, only the CSLL President, CSLL Executive Vice President, Player's Agent, the Player's Agent, vote counting assistant, tournament team parent and tournament team managers/coaches will have access to the tournament team player information (The Managers and coaches will only have information on their respective teams).

3. Seniors, Juniors, 9- to 11- AND 8- to 10-YEAR-OLD DIVISION PLAYER SELECTION:

a. Eligibility:

All league age nine (9), ten (10) and eleven (11) players in CSLL are eligible for the 9- to 11- Year Old Division tournament team. Likewise, all league age eight (8), nine (9) and ten (10) year old players in CSLL are eligible for the 8- to 10- Year Old Division tournament team. All players must have been members of their respective division teams for at least one-half of the regular season.

1.1. Procedures:

The tournament team players will be selected as follows:

(1) Selection Committee Make-up: Shortly after the start of the regular season, by April 30th of each season, the CSLL President shall appoint for Board of Directors' approval a five-member Selection Committee. The Selection Committee shall consist of a majority of non-board members. The Player's Agent shall not be a member of the Selection Committee. It is preferred, but not required, that there are two Selection Committees, one for each tournament team.

(2) Selection Committee Responsibilities: The Selection Committee(s) shall be tasked to evaluate all league-age eight (8), nine (9), ten (10), eleven (11), twelve (12), thirteen (13), fourteen (14), fifteen (15), and sixteen (16) players by observing as many regular season Seniors, Juniors, Little League (Majors), AAA and AA games, practices and clinics as possible. The Selection Committee(s) shall also conduct interviews with division vice presidents, managers and coaches in the four divisions, and umpires for further input. Prior to the final announcement of the Seniors, Juniors, 9- to 11-Year-Old Division and 8- to 10-Year-Old Division tournament team the Selection Committee(s) shall conduct two tryouts on/after the date authorized by Little League Baseball, Inc. The board member will need to vote on not conducting tryout. **(NOTE: Fourteen (14) year old players are eligible to play on either the Senior or Junior League tournament teams. As such, all eligible fourteen (14) year old players shall be listed on both ballots.)**

(3) Team Determination: No earlier than the same date that ballots are tabulated for the Senior League, Junior League and Little League tournament teams, the Selection Committee(s) shall select eight (8) players each to the Seniors, Juniors Division, 9- to 11-Year-Old Division and 8- to 10-Year-Old Division tournament teams. The results of these selections will be presented to the tournament team managers and coaches, Player's Agent, CSLL President and/or CSLL Executive Vice President. The tournament team managers and coaches, in consultation with the Selection Committee(s), shall select the remaining players. The tournament team managers and coaches shall select no less than four (4) and no more than six (6) players to close out the tournament team rosters.

The Senior League tournament team manager shall complete his/her roster with league age fifteen (15) and sixteen (16) players, and any league age fourteen (14) year players who played in the Senior League. Then, the Junior League tournament team manager may select any league age fourteen (14) players not already on the Senior League team to complete his/her roster. **EXCEPTION:** If no league age fourteen (14) players played in the Senior League, or no remaining league age fourteen (14) players who did play in the Senior League, the Senior League tournament team manager may select any league age fourteen (14) players who played in the Junior League to complete his/her roster, but only after the Junior League team roster is complete.

1.2. League-age Restrictions:

Players league age nine (9) through league age fourteen (14) selected for any tournament team (Seniors, Juniors, Little League Majors tournament team, 9 – 11, or 8 – 10) are not eligible to participate on other tournament teams within the league. Once this decision has been made it is irrevocable, and the player will no longer be eligible for consideration for any other tournament team.

1.3. Replacement Players:

If a tournament team roster drops below twelve (12) players (due to player ineligibility, availability for tournament play, or injury) the manager and coaches, in

consultation with the Selection Committee, Player's Agent, and CSLL President, may select a replacement player(s). If a player is injured after the tournament team players have been selected, the CSLL Board of Directors strongly encourages the manager to replace the player.

1.4. Validation Requirements:

It is the responsibility of the CSLL President to review and certify the birth records and other pertinent information ensuring the eligibility of selected players.

Furthermore it is the responsibility of the CSLL President to ensure the accuracy of all information entered on the tournament team's Eligibility Affidavit. During this process only the CSLL President, Player's Agent, Selection Committee members and tournament team managers and coaches will have access to the tournament team player information.

4. NAMES OF THE TOURNAMENT TEAM MEMBERS:

UNDER NO CIRCUMSTANCES WILL THE NAMES OF THE TOURNAMENT TEAM MEMBERS BE MADE KNOWN TO THE GENERAL PUBLIC UNTIL THE DATE PUBLISHED BY LITTLE LEAGUE BASEBALL, INC.!

SECTION IX: SOFTBALL PROCEDURES AND LOCAL RULES

1. General:

Team Responsibilities, Pre- and Post-Game

- The home team will sit in the third base dugout. The visiting team will sit in the first base dugout.
- Pre-game practice time between games shall be divided equally between home and visitor when consecutive games are played on the same field in the same day.
- The home team is responsible for preparing, lining the field and pitching circle, repairing the batter's box and setting up the pitching machine, where applicable.
- Following the game, the away team (unless a team outside of CSLL) is responsible for raking/grooming the field and putting away the bases and pitching machine.
- The home team shall provide the official scorekeeper is designated as the official pitch count recorder for each game.
- Both teams shall clean up the dugouts and spectator areas after each game, and place trash in the provided cans and dumpster.

Starting and Ending the Game

- Single A and AA: No new inning after 1 hour 30 minutes.
- AAA and Majors: No new inning after 1 hour 45 minutes. No time limits in playoff
- Complete games are 6 innings. Games are considered official after 4 innings (unless time limit or mercy rule reached).
- All non-regulation games or tie games that are stopped due to curfew or inclement weather will be resumed as described in the Little League Softball Rules and Regulations.

2. A-Ball Division:

Field

- The division plays on 60 ft diamond
- The pitching plate is set to 35 feet from home plate, and the pitching circle is 8-foot in diameter.
- 10-inch Softball will be used

- Coaches are not required to pitch from the pitching rubber but should attempt to pitch starting at the pitching circle.

Mandatory

- No player shall sit out two (2) consecutive defensive innings, nor shall any player sit out a second defensive inning prior to all eligible players having sat out a defensive inning. No player shall sit out a third defensive inning prior to all eligible players having sat out two (2) defensive innings.
- A defensive inning is defined as three (3) consecutive defensive outs during the same inning.
- All players must play at least two (2) innings in the infield. If a player does not have an opportunity to fulfill these requirements due to a shortened game, it must be fulfilled in the 1st inning of the subsequent game.

Pitching Delivery

The offensive coach shall deliver all pitches from within the pitching circle. To ensure player safety and proper hitting mechanics, the coach should deliver pitches underhand in a softball pitching motion.

- Every batter will receive up to 8 good, hittable pitches
- If the batter has not put the ball in play after 8 pitches, the coach will offer a choice between 2 options to conclude the at bat:
 - The coach will use the tee for three weeks. There are no strikeouts when using the tee. The batter continues until the ball is put into play.
 - After 3 weeks, the coach will give the batter three (3) additional pitches. If the batter fails to put the ball in play after the 3rd pitch, the batter will be out. A foul ball keeps the at bat alive.
 - Note: The 3 additional pitches are intended to prepare players for the transition to higher divisions.

Defense

- The defense shall field a maximum of ten (10) players, but the game may not start with less than eight (8) players on each team. Team may request players from the player pool to fill player vacancies. Team may also request a player from the opposing team to reach 9 or 10 players. Borrowed players from the opposing team must play the position of outfielder and will not bat for the team they are assisting.
- The player pitcher must stand no closer to the batter than the coach pitcher
- Defensive face masks required for all fielding positions

Offense

- Continuous batting order
- No on-deck batter allowed

- Run-limit – three (3) run limit per inning except for a home run over the fence in which case, all runs will count
- Sliding – Head-first slide is now allowed. Head-first sliding will result in the running being called out.
- Stealing – No stealing allowed
- Dropped 3rd strike is not in effect
- Infield fly rule is not in effect

3. AAA Division

Field:

- The division plays on 60ft diamond
- The pitching plate is set to 35 feet, pitching circle 8 foot
- 11-inch softball

Mandatory Play

- No player shall sit out two (2) consecutive defensive innings, nor shall any player sit out a second defensive inning prior to all eligible players having sat out a defensive inning. No player shall sit out a third defensive inning prior to all eligible players having sat out two (2) defensive innings.
- A defensive inning is defined as three (3) consecutive defensive outs during the same inning.

Pitching

- A coach comes in to pitch after ball 4 and the batter keeps the strikes.
- The batter is given up to 5 hittable pitches
- If the coach cannot throw 5 hittable pitches, a new coach pitch
- A batter can strike out or be called out if the ball is not put in play after 5 pitches

The Defense

- The defense shall field a maximum of ten (10) players, but the game may not start with less than eight (8) players on each team. Team may request players from the player pool to fill player vacancies. Team may also request a player from the opposing team to reach 9 or 10 players. Borrowed players from the opposing team must play the position of outfielder and will not bat for the team they are assisting.
- Defensive face mask required for pitchers, 1st baseman and 3rd baseman, highly encouraged for 2nd baseman and shortstop, and optional (but strongly encourage) for outfielders

The Offense

- Continuous batting order

- No on-deck batter allowed
- Run-limit – Five (5) run limit per inning
- Mercy rule – 10 runs after 4 innings, 15 runs after 3 innings
- Sliding -. Head-first sliding will result in the running being called out.
- Stealing – The runner may only attempt to steal after the pitch has passed the plane of the batter.
 - If a runner leaves early, the first offense should be a warning to the runner and the coach, and the runner returned to the original base. Subsequent offenses shall result in the runner being called out.
 - Stealing home – runners are allowed to steal home.
- Overthrow to 1st base – If the ball is overthrown to first base by an infielder, the runner may advance no more than one base, at their own risk. All other runners may advance at their own risk.
Overthrow from the Catcher – If the catcher attempts to throw a runner out that is stealing 2nd base or 3rd base and the ball is overthrown; the runner may not advance. The intention is to encourage catchers to make the throw.
- Courtesy runner – with two outs, a courtesy runner may be used for the catcher of record. Runner must be the player in the batting order who made the last out.
- Dropped 3rd strike is not in effect
- Infield fly rule is not in effect

4. Majors Division

Field:

- The division plays on 60ft diamond
- The pitching plate is set to 40 feet, pitching circle 8 foot
- 12-inch softball

Mandatory Play

- No player shall sit out two (2) consecutive defensive innings, nor shall any player sit out a second defensive inning prior to all eligible players having sat out a defensive inning. No player shall sit out a third defensive inning prior to all eligible players having sat out two (2) defensive innings.
- A defensive inning is defined as three (3) consecutive defensive outs during the same inning.

The Defense

- The pitch is delivered by a player from the pitching plate inside the circle.
- Defensive face masks are required for pitchers, 1st baseman, and 3rd baseman. It is strongly encouraged for all other players.
- The defense shall field a maximum of nine (9) players, but the game may not start with less than eight (8) players on each team. Team may request players from the player pool to fill player vacancies. Team may also request a player from the opposing team to reach

9 or 10 players. Borrowed players from the opposing team must play the position of outfielder and will not bat for the team they are assisting.

The Offense

- Dropped 3rd strike rule will be in effect for all regular season games.

SECTION X: BOARD APPROVAL

The foregoing Local Rules were reviewed and approved by the CSLL Board of Directors during a scheduled meeting on 11 March 2026.

Stephanie Budd President