



Little League

PO BOX 774 CAPITOLA, CA 95010  
(831) 457-6766

# By-Laws/ Local Rules

**Reviewed and Adopted 11-04-09**

**Managers and coaches shall provide a positive, respectful environment for the children at all times including players and spectators.**



## **LEAGUE BOUNDARIES**

As defined by master map in league files and approved by District Administrator and surrounding league presidents on an annual basis.

## **PRODUCTION**

1. Each manager will be given a copy of CSLL Local Rules and playing rules and regulations prior to the beginning of the season.
2. Each Team Parent will be given all information within his/her purview provided herein prior to the beginning of the season.

## **PLAYING RULES**

3. All little league play will be conducted in accordance with the little league rule book except for any adjustments as provided herein.
4. All adults will read and sign the CSLL Code of Conduct.
5. All violations of the rules and CSLL Code of Conduct shall be handled immediately according to Green Book and CSLL Local policies and procedures. Any player(s) or adult(s) in violation will be subject to disciplinary action (See Conflict Resolution Policy).

## **PRACTICES**

1. CSLL Teams shall not have more than 3 official events per week during the "Regular Season" (weather permitting).
  - a. "Regular Season" play is defined as games played from Opening Day to the end of TOC's (District Tournament of Champions). Local Little Leagues have no control of schedule of TOC's. The league has no control of schedule for TOC's.
2. Teams participating in All Star play may practice at the discretion of the team manager as overseen by the Executive Board. Any additional practices, outside the scope of Regular season weekly events, shall be voluntary. No Manager or Coach may penalize a player for missing "voluntary" practices.
3. Sunday shall be the first day of the week.

## **PLAYER ASSSIGNMENTS**

1. Major division draft shall be in reverse order of team placement earned at the end of the pre-playoff portion of the regular season. Standings from division championships shall not be considered.
2. AAA and AA division placement shall be determined after major selection process.

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3. Division Coordinators will place players on teams based on tryout score. Teams will be balanced by calculating average total score of each team. Coordinators will accommodate at least 1 family request. Exceptions will be made for families with stated hardships.
4. Nine (9) year olds will not be drafted into major division.

## **FACILITY RULES**

1. CSLL Teams will only practice at fields covered by our insurance policy. These fields will be listed on the season schedules.
2. Major and AAA division teams may only use the "A" field for infield practice when not in use by the T-Ball and "A" divisions.
3. Home team responsible for pre-game field prep
4. Visiting team responsible for post-game clean up, unless playing a visiting league
  - ✓ Dug Outs Cleaned
  - ✓ Surrounding public bleacher areas cleaned and picked up
  - ✓ If you have the last game of the day, all bases put away, scoreboards and other electrical turned off, and all buildings locked up.
  - ✓ These responsibilities are monitored!
5. Pre-Game Warm Up Time
  - ✓ **No** hardball soft toss against the fence.
  - ✓ Pre-Game Adult Supervision is mandatory.
  - ✓ No soft toss in batting cages without L-Screen protection
6. All Mountain School Elementary regulations within the facility use agreement shall be followed by all individuals involved in CSLL events. (See Parent Handbook)

## **BOARD OF DIRECTORS**

1. Board members are expected to attend all board meetings. Absences from board meetings shall be approved by the President. Excessive absences from board meetings may allow a motion by the President to replace the absent member.

## CSLL Tee Ball Rules

**The Tee Ball Division of Capitola/Soquel Little League is a non-competitive learning level.**

**Ages:** Children 5 and 6 years old may play in tee ball. Older children with special needs may play in tee ball if approved by the CSLL Board of Directors.

### **Local Rules:**

- Roster size will be between 12-14 players.
- Games will last four innings (approximately one hour) unless both managers agree the kids are not “up for it”.
- There is no score keeping in tee ball.
- There are no outs in tee ball. All batters will hit. All runners will be safe on base.
- All players will play the field each inning. Manager’s have the discretion of adding infield/outfield positions as needed in regards to the amount of players they have available.
- No infielders will be forward of the pitcher’s position to avoid injuries.
- All players will have at least two at bats each game.
- If line-up includes eight or more players:  
Managers will split their line-up in half. In four innings each player will have two at bats.
- If line-up includes less than eight players:  
Managers will bat entire batting order each inning.
- Managers will put forth the effort to ensure batters are ready to take the plate when their turn comes. Prepared batters two deep should have helmets on ready to go.
- Managers will rotate batting orders throughout the season so that all players have opportunities to be the first and last batters up.
- Base runners will normally advance one base at a time. If a batter hits the ball into the outfield the base coach may send the runner to second base if he/she chooses. Preceding runners will advance bases accordingly.
- The “last batter” of the inning will be announced by the coach assisting at the tee. The last batter will advance around all bases to home plate to end the inning.
- Managers should provide base coaches to assist runners. A coach will assist batters at the tee.
- Coaching Staff/Coaching parents shall be in the field to assist players and provide encouragement.
- Unless at the plate, all players must stay in the dugout when team is at bat.
- Players will not handle bats except when approaching home plate to bat.
- Coaching Staff must maintain control of bats at all times to prevent injuries.
- There will be a designated member of the coaching staff in charge of the dugout at all times to maintain discipline and order.
- No one other than the Coaching Staff and players shall be in the dugout.
- Players having behavioral issues in the dugout are to be dealt with by the coaching staff. If the issue requires parental involvement the player will be removed from the dugout and sent to the parent and returned to play as soon as is appropriate.

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**CSLL “A” DIVISION RULES**

**The “A” Division of Capitola/Soquel Little League is a non-competitive learning level.**

**Ages:** qualified 6, 7, and 8 year olds. Qualified 7&8 year olds may move up to AA Division. To qualify for advanced placement players must have a minimum of 1 year of “A” experience or demonstrate his/her ability to move up to the next level in a tryout with other AA division players.

**Local Rules:**

- Roster size will be between 12 and 14 players
- Time Limit of 1 hour and 45 minutes for Saturday games when another game is following.
- Maximum of 5 coaching staff on the field at one time, 2 base coaches, 1 dugout coach, 1 outfield coach, and 1 coach on the mound for pitching.
- **Coach pitch:**
  - ✓ Coaches must pitch from within circle around pitching rubber and exit field of play after ball is put in play
  - ✓ Coaches will have 7 pitches to produce contact by hitter.
  - ✓ Pitcher is considered part of the field regarding batted and thrown balls.
  - ✓ Pitching will be with overhand motion.
  - ✓ Silent Coach Rule: Coaches who are pitching shall not coach from the field and may have no communication with their team while on the field during play.
- There will be no base on balls.
- Foul tip continues at bat regardless of the number of pitches.
- Each player shall play at least three defensive innings per game.
- All players on roster will hit. (Continuous batting order.)
- 10 players on the field and the 10<sup>th</sup> is an outfielder.
- NO stealing; Including advancing on past balls.
- Dead ball rule: (Stoppage of play): During a play initiated by a batted ball, the play is considered to be ended, the ball is dead and no play may be made on any runner once an infielder has control of the baseball in either their glove or hand in the infield. If, in the judgment of the umpire the runner is past the mid-point between the bases, the runner is awarded the base, unless the throw is caught by the fielder on the base for which the runner is headed. If the runner did not reach the mid-point, the runner must return to the previous base. No play can be made on a runner returning to the previous base. The batter-runner in route to 1<sup>st</sup> base is excluded.
- There will be no infield fly rule.
- Bunting will not be allowed.
- The base coaches will function as umpires as well.
- Batted ball must go further than the 15’ arc chalk line.
- “A” Division shall use a catcher’s mitt in the catchers’ position.
- Coaching Staff/Coaching parents shall be in the field to assist players and provide encouragement.
- Unless at the plate, all players must stay in the dugout when team is at bat.
- Players will not handle bats except when approaching home plate to bat.
- Coaching Staff must maintain control of bats at all times to prevent injuries.
- There will be a designated member of the coaching staff in charge of the dugout at all times to maintain discipline and order.
- No one other than the Coaching Staff and players shall be in the dugout.
- Players having behavioral issues in the dugout are to be dealt with by the coaching staff. If the issue requires parental involvement the player will be removed from the dugout and sent to the parent and returned to play as soon as is appropriate.

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## **CSLL AA DIVISION RULES**

**The AA Division of Capitola/Soquel Little League is a non-competitive learning level.**

**Ages:** qualified 7-11 year olds. Qualified 8-11 year olds may move up to AAA Division. To qualify for advanced placement players must have a minimum of 1 year of AA experience or demonstrate their ability to move up to the next level in a tryout with other AAA division players.

### **Local Rules:**

- Roster size will be between 12 and 14 players.
- Time Limit of 2 hours for all games. No new inning will start after 1 hour and 45 minutes of game.
- Maximum of 4 coaching staff on the field at one time: 2 base coaches, 1 dugout coach, and 1 coach on the mound for pitching
- 10 players on the field and the 10<sup>th</sup> is an outfielder
- All players on roster will hit (continuous batting order).
- Pitching distance will be 40' from pitching rubber to home plate.
- **Coach pitch** until approximately the 4<sup>th</sup> week of the baseball season.
  - ✓ Coaches will have 5 pitches to produce contact or strikeout by hitter.
  - ✓ There will be no base on balls.
  - ✓ Silent Coach Rule: Coaches who are pitching shall not coach from the field and may have no communication with their team while on the field during play.
- **Kid pitch** starting April 1
  - ✓ Players will have 5 pitches to produce contact or strikeout, if neither happens the coach will be given 3 pitches to complete the bat. Foul balls will not be counted as final pitch.
  - ✓ No base on balls.
  - ✓ After 5 pitches, the coach comes in and pitches up to a maximum of 3 pitches to the batter. Coaches pitch from in front of the mound inside pitchers circle.
  - ✓ Strikeouts allowed and strikes are carried over when the coach comes in to pitch. Strikes from coach pitching shall only be swinging strikes.
  - ✓ If a pitcher hits 2 players in the same game s/he must be removed from pitching after the 2nd player is hit and may not pitch anymore in that game.
  - ✓ The maximum is 2 innings pitched per game and 6 innings per week.
  - ✓ 11 year olds playing in this division will not be allowed to pitch.
  - ✓ If batter is hit by kid pitch s/he takes a base, not so when coach pitches.
  - ✓ No player shall pitch in consecutive games.
  - ✓ Coaching Staff will maintain a pitching log.
- Overthrown ball at first base only. All runners advance 1 base only.
- Bunting and Stealing will be allowed beginning May 1<sup>st</sup>. Base runners can only advance 1 base per each teammates at bat. NO stealing home plate.
- Dead ball rule applies when pitcher has one foot inside circle. If, in the judgment of the umpire the runner is past the mid-point between the bases, the runner is awarded the base, unless the throw is caught by the fielder on the base for which the runner is headed. If the runner did not reach the mid-point, the runner must return to the previous base. No play can be made on a runner returning to the previous base. The batter-runner in route to 1<sup>st</sup> base is excluded.
- Foul tip continues bat regardless of the number of pitches.
- There will be no infield fly rule.

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- If a team is ahead by 10 runs or more, at the end of the fourth inning the game is over.
- Unless at the plate, all players must stay in the dugout when team is at bat.
- Players will not handle bats except when approaching home plate to bat.
- Coaching Staff must maintain control of bats at all times to prevent injuries.
- There will be a designated member of the coaching staff in charge of the dugout at all times to maintain discipline and order.
- No one other than the Coaching Staff and players shall be in the dugout.
- Players having behavioral issues in the dugout are to be dealt with by the coaching staff. If the issue requires parental involvement the player will be removed from the dugout and sent to the parent and returned to play as soon as is appropriate.
- NO division playoffs will occur at this level.

## **CSLL AAA DIVISION RULES**

**Ages:** All qualified 8 - 11 year olds. Qualified 10 and 11 year olds may be drafted to the Major Division. To qualify for advanced placement 10 and 11 year olds must have minimum of 1 year of AAA experience or demonstrate their ability to move up to the next level in a tryout with other 10 and 11 year olds that meet eligibility requirements.

### **Local Rules:**

- Time Limit of 2 hours for Saturday games when another game is following. No new inning will start after 1 hour and 45 minutes of game. Exception for last scheduled game on field on Saturday, 2 hour and 30 minute time limit.
- If a pitcher hits 2 players in the same inning or 3 in a game s/he must be removed from pitching after the 2<sup>nd</sup> or 3<sup>rd</sup> player is hit and may not pitch anymore in that game.
- Coaching staff will maintain a pitching log.
- Official scorekeeper representative from home team in score booth will maintain official book with official pitch count to be signed by both managers post-game
- Unless at the plate, all players must stay in the dugout when team is at bat.
- Players will not handle bats except when approaching home plate to bat or helmeted player retrieving bat from field of play.
- Coaching Staff must maintain control of bats at all times to prevent injuries.
- There will be a designated member of the coaching staff in charge of the dugout at all times to maintain discipline and order.
- No one other than the Coaching Staff, volunteer approved parent, and players shall be in the dugout.
- Players having behavioral issues in the dugout are to be dealt with by the coaching staff. If the issue requires parental involvement the player will be removed from the dugout and sent to the parent and returned to play as soon as is appropriate.
- If a team is ahead by 10 runs or more, at the end of the fourth inning the game is over.
- All AAA Division teams will be included in the playoff format.
- Playoff game seeding will be determined by random selection.
- The playoffs shall be decided by double elimination.

## **CSLL MAJOR DIVISION RULES**

**Ages:** qualified 10, 11, and 12 year olds. To qualify for advanced placement 10 year olds must have minimum of 1 year of AAA experience or demonstrate their ability to move up to the next level in a tryout with other 10 year olds that meet eligibility requirements.

**Rules:** CSLL Major Division follows Little League International Green Book Rules.

### **Local Rules:**

- If roster falls below 12 players, a player or players must be picked up from AAA within seven (7) days following notification of player agent and/or 14 days before opening day.
- A major team shall have no more than 2 ten year olds on its roster.
- NO player shall be brought up to a Major division team within 2 weeks of the team's last game.
- If a team is ahead by 10 runs or more, at the end of the fourth inning the game is over.
- Official scorekeeper representative from home team in score booth will maintain official book with official pitch count to be signed by both managers post-game
- Unless at the plate, all players must stay in the dugout when team is at bat.
- Players will not handle bats except when approaching home plate to bat or helmeted player retrieving bat from field of play.
- Dugout Coaching Staff must maintain control of bats at all times to prevent injuries.
- There will be a designated member of the coaching staff in charge of the dugout at all times to maintain discipline and order.
- No one other than the Coaching Staff, volunteer approved parent, and players shall be in the dugout.

## **CSLL PLAYOFFS**

### **Elimination and Championship game procedure**

- All major division teams will be included in the playoff format.
- Playoff games will be determined by seeding teams based on their regular season record and will follow a standard playoff format i.e. #1 seed plays #8 seed etc. in a elimination tournament to be decided by the Board of Directors.
- Seeding for Major division will be determined by review by the major coordinator and 1 board representative following the conclusion of the last regular season game.
- The playoffs shall be decided by double elimination.
  
- **Elimination Play:**
  - **AMENDED 5/18/09**
    1. Coin Toss determines choice of Home or Visitors throughout brackets
    2. Visitor has choice of Dugout.
  
- **Championship Game(s):**
  1. Coin Toss determines choice of Home or Visitors
  2. Visitor has choice of Dugout.

## CSLL ALL STAR SELECTION POLICY

- Player Agent's role:
  - ✓ The player agent is to assist the President and oversee the ballot tallies. The PA role is to see that the process is adhering to Little League and local rules, process and criteria.
  - ✓ If there is an issue that needs to be addressed the PA will confer with the President before action is taken.
- Designated Board Member's Role
  - ✓ 2 designated board members will facilitate the administrative portion of the meeting such as ballot preparation and processing, supply materials, etc.
  - ✓ One of the 2 board members will do the ballot tallies which will be overseen by the player agent.
- Balloting
  - ✓ Voting will be done by secret ballot. No tally totals will be given, only final results.
- Non-Disclosure
  - ✓ All participants must agree to not disclose the details of the All Star selection discussions.
  - ✓ All those involved must be assured of total freedom to speak without reservation.
  - ✓ No one should assign fault for a selection or non selection of player upon other All Star selection participants, the process or any other reason.
  - ✓ What is said in the room stays in the room.
- Manager Selection
  - Policy:**
    - ✓ Selection of managers and coaches will be subject to board approval. The board reserves the right to award or not award a team to any manager with due cause regardless of seeding or placement.
  - Procedure:**
    - ✓ The manager of the Major division championship winner will have first selection of the 10, 11, and 12 year old All Star teams. Next will be the 2<sup>nd</sup> place team manager. Then it reverts to the pre-playoff season record for chain of succession.
    - ✓ The manager of the AAA division championship winner will have first selection of the 9 year old All Star team. Next will be the 2<sup>nd</sup> place team manager. Then it reverts to the pre-playoff season record for chain of succession.
- Criteria for Player Consideration
  1. Ability
  2. Availability
  3. Coachability

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<b><u>CSLL ALL STAR SELECTION PROCEDURE</u></b>
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**Player Selection Procedure**

**11 and 12 year old All Stars:**

**Balloting**

1. Major Division players will select All Star players by anonymous balloting. Ballots will be arranged alphabetically, by age groups with no team affiliation and will only include 10, 11 and 12 year olds.
2. Balloting will commence immediately after the first playoff game with the team that has been eliminated and continue in this manner until all teams have voted.
3. Balloting will take place on the field of play. Players will vote privately without consulting others. Any collaboration will invalidate all ballots involved.
4. Ballots will be issued and collected by the Player Agent or designated Executive Board member. It is important to have two other volunteers to help monitor and collect the ballots.
5. Ballots will be collected, immediately sealed and turned over to the player agent or designated Executive Board member.
6. Only 12 votes or less will constitute a valid ballot. Over 12 votes will nullify the whole ballot.
7. The results of the ballot will be tallied by the player agent and two other E-Board members prior to the All Star selection meeting. Leave 2 -3 hours for this process.
8. The players with the most votes will be placed on a team: for a 12 player roster it will be the top 7; for a 14 player roster it will be the top 8.
9. Player balloting results will be announced only during the All Star selection meeting. No other discussions about the results will be discussed outside of the selection meeting or official Board of Director meeting.

**Selection Meeting**

10. The All Star selection meeting will convene during the days between the semi-final and championship game.
11. Only the President, Player Agent, one appointed board member and managers, will attend the selection meetings. If a manager is unable to attend than he or she will appoint one of their official coaches only.
12. No discussion of the contents of the selection meeting will occur outside the meeting. **What is said in the room stays in the room.**

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13. After the first players have been announced each team manager may nominate players for consideration for the remaining spots based upon the criteria set by the league. A dialog will commence between the managers concerning the players in the pool. This dialog will be to select the final pool nominees to be voted upon.
  14. Selected 10 year olds not on Major teams and 9 year olds will be submitted to the Major Managers to fill available spots on the rosters of the 10 and 11 year old teams.
  15. A secret ballot will take place to fill out the rest of the roster. If after three votes there is still not a consensus, the President, the Player Agent, and appointed board member will vote to break the tie.
  16. Team rosters will consist of 12-14 players\*.
  17. A dialogue will then commence to determine age composition for each team (for example, placing 11 year olds on the 12 year old team or 10 year olds on the 11 year old team) based on need of positions, availability of player, etc...
  18. All player ballots will be re-sealed and given to the Secretary. Anyone wishing to view the ballots may do so by submitting a request in writing to the BOD.
  19. It is recommended that breaks be taken during the process to provide a short time to reflect before final votes are cast.
  20. The manager selected for each team will make the final determination of roster size and will select any additional players from the agreed upon alternate pool of players.
- Materials needed: All Star ballots reviewed and verified by managers, pencils, manila envelopes marked for each team; meeting room with white/chalk board, tally sheets, calculator, coffee/drinks, snacks

### **8, 9 and 10 Year Old All Stars:**

1. Players are voted on by secret ballot of the managers they are not voted on to the team by other players. All other procedures and rules that govern the 11-12 year old process are followed.
2. Names are submitted by AA, AAA and Major Managers based upon the criteria set by the league.

\*Denotes league or district ruling from 2003 and must be verified on an annual basis.

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