

Copper Hills Little League



P. O. Box 194
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Local Operating Rules

Version 7.0
4/1/2017

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I. INTRODUCTION

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

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

A. Acronyms

LL – Little League

LLB – Little League Baseball Inc.

League – Copper Hills Little League

CHLL – Copper Hills Little League

Board – Copper Hills Little League Board of Directors

B. References

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

- Little League Operating Manual (Updated annually; current year edition to apply)
- Official Regulations & Playing Rules of Little League Baseball (Updated annually; current year edition to apply)
- Official Regulations & Playing Rules of Little League Softball (Updated annually; current year edition to apply)
- Copper Hills Little League Constitution and Bylaws

II. GENERAL RESPONSIBILITIES AND MANAGER APPOINTMENT

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

Managers, Coaches and Players are under the direction of the League Player Agent. The general roles and responsibilities of the board and its officers are defined in the CHLL Constitution & Bylaws. The following additional roles are described below.

A. The Player Agent (PA)

- is responsible for the general operation of his/her respective division.
- is responsible for all activities associated with recruiting, training, and leading CHLL managers & coaches for their assigned division.
- should be the first point of contact for any questions or issues that arise from Managers/Coaches or Parents. If unresolved, the Player Agent will contact the President, Vice President and/or the Board for a resolution.
- will observe managers and coaches in their handling of children;
- holds Division Manager meetings as needed;
- is available for the selection of managers for their respective divisions if requested by the President,
- answers the concerns/questions of the parents and manager protests.
- Major, Junior, and Senior Player Agents assist with tryouts and draft;

- act as an intermediary when trades are undertaken;
- allocate practice fields through coordination with the field coordinator,
- maintain a weekly and overall win/loss record for each team (Major and Minor Divisions only) unless this task is assigned to another league representative.

B. Manager

- is appointed for all divisions by the League President (may assign to PA for all divisions except for Major Division).
- position shall be for a period of one (1) season. The one season period shall begin from the date of appointment by the League President and end at the conclusion of the last regular season game played by that manager's team.
- will be held responsible for the conduct and ethics of coaches and players on his team and their parents.
- must conduct a parent meeting to discuss the purpose of Little League and review the Parent Code of Conduct.
- must obtain the names of the Team Parent and potential scorekeeper(s).
- must keep the above information current with their respective Player Agent.
- must attend the League Sponsored training including CHLL Manager & Coaches Training and Basic First Aid Training (aforementioned training is paid for by CHLL.)

C. Coaches

- are recommended for all divisions by the Player Agent.
- shall be for a period of one (1) season. The one season period shall begin from the date of appointment and end at the conclusion of the last regular season game played by that team.
- shall assist the Manager with controlling the conduct and ethics of coaches and players on his team and their parents.
- must attend the League Sponsored training including CHLL Manager & Coaches Training and Basic First Aid Training (aforementioned training is paid for by CHLL.)

D. Team Scorekeepers

- will be responsible to keep the official score of the game.
- will be provided by the Home Team
- shall utilize the Official League Score Books and complete the Pitching statistics. (score will NOT be kept in the Coach Pitch and T-Ball divisions.

E. Team Parents

- will be a representative to the Team
- assist with Team activities such as game day responsibilities, concession stand staffing, and fundraising collections

III. EQUIPMENT

The CHLL Equipment Manager is responsible tracking all CHLL equipment and for the proper distribution of the baseball equipment to each of the teams in all the divisions. The team manager will sign for equipment when it is received. By signing for the equipment he understands the following:

1. Managers are responsible for the safe keeping, maintaining good condition and preventing loss of all equipment and uniforms issued to them.
2. It is the responsibility of the Manager to request issue of replacement or additional equipment from the Equipment Manager during the season.
3. Managers must return all equipment issued to their team at the time and place designated by the Equipment Manager. Failure to return league property may result in suspension from the league and further action if necessary.

IV. DIVISION ELIGIBILITY

Little League Age is determined by the player's age as of April 30 of the current season. Any exceptions to the conditions below must be approved by the Player Agent on an individual player basis. The board will make safety the primary factor in requests for placement of players different from establish age policies.

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

Players are placed on teams, generally grouped by neighborhood and possibly by special request of the parents. Coaches may submit a team (or partial team) of players they would like to coach. If a player has never played baseball before, it is recommended that the player participates in T-Ball unless demonstrated size or baseball skill warrants placement in a higher division.

B. Coach Pitch: 6 – 8 year olds (Player Development)

Players are placed on teams, generally grouped by neighborhood and possibly by special request of the parents. Coaches may submit a team (or partial team) of players they would like to coach. If a 6 year old player has played one year of Little League T-Ball he may request to move to Coach Pitch

C. Minor: 7 - 10 year olds (Introduction to Competitive Division) – Baseball and Softball

Players are placed on teams, generally grouped by neighborhood and possibly by special request of the parents. Coaches may submit a team (or partial team) of players they would like to coach. If a 7 year old player has played one year of Little League Coach Pitch he may request to move to Minors (if his previous years' coach validates he is ready to advance). Players aged 10, 11 and 12 years old **MUST** participate in CHLL evaluations (Tryouts) and be selected to play in Majors based on their skill.

Minor baseball divisions will be additionally be broken down into AA Minor (7 to 9 year olds) and AAA Minor (8 to 10 year olds) sub-divisions.

D. Major 9 – 12 year olds (Advanced Competitive Division) – Baseball and Softball

While 9-year old players are eligible for the Major Division Draft, it is recommended that deference be given to 10, 11 & 12 year old players. When two players of comparable skills are available, deference to the older player is recommended. Players not drafted to the Majors will be placed in Minors. Any player wishing to be considered for Majors must attend a Major evaluation (Tryout).

G. Junior 13 – 14-year olds – Baseball and Softball

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

H. Senior 14 – 16-year olds – Baseball and Softball

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

V. RESERVED

VI. PLAYER EVALUATIONS (TRYOUTS)

1. Evaluations will be scheduled by the Board and will be held for the following baseball and softball divisions: Majors, Juniors, and Seniors.
2. All players wishing to play in one of the Divisions listed above **MUST** attend an evaluation. This includes players who are already locked on to a team due to a parent either managing or coaching a team.
3. All players will be evaluated as follows (time permitting):
 - Ground balls to outfield, throwing to base (3 times)
 - Fly balls to outfield, throwing to base (3 times)
 - Hitting (3 good pitches, more as time allows)
 - Running the bases from home to third base

If a player cannot participate in tryouts for medical reasons the player should still attend the tryouts and inform the player agent to receive credit for attending. If a player cannot participate in tryouts because they will be out of town for both tryouts, the parents should write an e-mail or letter to the league informing them of the situation. The board of directors will vote on restrictions.

Players age 10 and up that DO NOT attend tryouts (and have not requested board approval):

- Are **NOT ELIGIBLE** to be drafted to a Major League team (without board approval)
- Are **NOT ELIGIBLE** for call up at any point to a Major League team during the up-coming season
- Are **NOT ELIGIBLE** for District All Star selection for the up-coming season
- Are **NOT ELIGIBLE** for special requests (such as be on a specific Minor League team and/or coach)

Players that REFUSE to accept being Drafted to a Major League Team

- WILL be assigned to a Minor Division team
- Are **NOT ELIGIBLE** for special requests (such as be on a specific Minor League team and/or coach)
- Are **NOT ELIGIBLE** to pitch in the Minor Division (for safety reasons)
- Are **NOT ELIGIBLE** for call up at any point to a Major League team during the season
- Are **NOT ELIGIBLE** for District All Star selection for the season
- Are **NOT ELIGIBLE** for a refund of league fees

VII. SELECTION OF PLAYERS (DRAFT)

1. Only the Manager should attend the actual draft (*no kids, prospective coaches, or coaches*).
2. If the Manager is unable to attend the draft, he/she may designate a person to make the team's selections.
3. **What happens in the draft room; stays in the draft room. No player or parent should know the player's order of draft or other information about the draft, other than that the player was selected by you. Managers may be subject to disciplinary action for a breach of this requirement.**

A. Order of Draft Procedure

1. Determination of draft order
2. Declaration of draft options (explained below)
3. Draft of 12 and 11 year olds (*Managers will have no more than 3 minutes to make a selection or you will have been deemed to "pass" for that round with your selection occurring at the end of this phase of the draft.*)
4. Draft of remaining eligible players (*Managers will have no more than 3 minutes to make a selection or you will have been deemed to "pass" for that round with your selection occurring at the end of this phase of the draft.*)
5. Trades

B. Draft Options

Manager. A manager must select his or her own child(ren) in the round(s) designated below by the child's age.

- 12 year olds 1st round
- 11 year olds 4th round
- 10 year olds 7th round
- 9 year olds 10th round

Coach. A manager may select 1 assistant coach prior to the player draft. The manager must select must select that coach's child(ren) in the round(s) designated below by the child's age.

- 12 year olds 1st round
- 11 year olds 4th round
- 10 year olds 7th round
- 9 year olds 10th round

Siblings in the draft. If there are two siblings in the draft, the manager who selects the first sibling has the option (and is strongly encouraged to if the parent has expressed the desire for siblings to play on the same team) to select the other sibling. If the other sibling is selected, they will be made in the round designated above (in the Manager's option) or the next available open round.

Draft Order. Draft order will be determined by random number draw on the day of the draft. The draft will be a snake draft (draft positions flip-flop each round).

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

VIII. PLAYERS AND TRANSFERS

1. No player transfers will take place with less than two weeks remaining the season.
2. With the approval of the Player Agent, Managers may replace a player who has moved, quit or becomes injured to a degree which would prohibit his or her return during the remainder of the season.
3. Reasons for a player being lost to a team during the playing season:
4. Moves to another city or state too distant to commute for practice or play
5. Injured and will not be able to return to play within a reasonable period of time
6. Personal reasons decided to terminate his/her association with the team or League
7. Any other justifiable reason that has been reviewed and approved by the Board
8. The Manager and Player Agent shall review the available player list (as maintained by the Player Agent) of the younger division and select a replacement. The replacement becomes a permanent member of the team.
9. If a player misses two consecutive games or practices, without notification to the Manager, the Manager shall attempt to contact said player to estimate the player's participation status. The Manager shall notify the Player Agent within two days of the second consecutive game or practice missed if he is unable to contact the player.
10. The Player Agent will then investigate the status of the player. If the Player Agent determines the player has abandoned his participation status, the Manager will be notified that his team has an official vacancy and paragraph VIII items 4) will apply.
11. Major teams must pull up 9 or 10 year olds from the Minors who have been approved by the Player Agent. 9 year old Minor players who were requested "Minor Only" by their parents at registration will be eligible to be pulled up to Majors only after parental approval.
12. Only one player from a team can be selected for re-assignment. Each team must promote a player before a second player from the team can be promoted.
13. Managers may request the availability of certain players through the Player Agent. Managers or any person affiliated with the team will not make contact with the parents or the player being considered. The Player Agent will coordinate all details of the transfer with the parent(s) and the player.
14. Should a Manager be found in violation of these selection rules, the request for a specific player will be denied and the Player Agent will assign a player to fill the vacant roster position.

IX. GAME OPERATIONS:

A. Local Rules

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

1. T-Ball

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

1. No “on deck” batter. The offensive team must have all players (except for the batter and baserunners) in the dugout. Batter cannot handle a bat until they are wearing a helmet and it is the batter’s turn at bat.
2. **Total game time is one hour (game must complete 1 hour from SCHEDULED start time).**
3. Managers are encouraged to rearrange the batting order for each game.
4. Managers are required to rearrange the defensive order after each inning during the game.
5. All players bat once in each inning and must bat two (2) times and no more than three (3) times per game.
6. The last batter up in each inning always scores a home run (this should be rotated so every player gets to do this once or twice).
7. Each team may field all players on defense, but excess after eight (8) or nine (9) – [two pitchers] must be in the outfield.
8. All players advance to first base even if they don’t hit the ball.
9. The maximum number of bases on a hit is two.
10. There is no base stealing or leading.
11. Each player must hit from the tee and should get approximately four (4) to six (6) attempts to hit the ball from the tee before advancing to first base.
12. If the defensive team makes an out, the offensive team player stays on base.
13. There is no limit to the number of outs in an inning.
14. 2 coaches may be in the outfield with the defensive team.
15. Coaches should be stationed at home, first base and third base with the offensive team.
16. There is no catcher position allowed.
17. All players must be monitored and seated in a safe location while waiting to bat.
18. Coaches or parents for the home team are responsible for putting out and taking in the bases.
19. No standings and scores will be kept.

2. Coach Pitch

Coach Pitch is a developmental division (league ages 6 to 8) that focuses on baseball and softball fundamentals, instruction, learning and fun.

1. No “on deck” batter. Batter cannot handle a bat until they are wearing a helmet and it is the batter’s turn at bat.
2. Players must avoid collisions at all bases (must avoid rule) by sliding or other means. Runners are out if they do not avoid collisions.
3. The Infield Fly Rule will not be used.
4. No more than three (3) adults (manager & 2 coaches) are to be in the dugout or on the field.
5. There are no umpires at this level.
6. One (1) adult will be allowed to be on the field for defensive positioning purposes.
7. Pitching: The players will hit pitches from a coach of the same team. They can’t walk and there are no called strikes (players are encouraged to swing at all good pitches). Players should get a maximum of 6 hittable pitches.
8. There is no run maximum, the inning is over after 3 defensive outs are made (strike-outs are not a defensive out) or the offensive team completes one cycle of their batting order.
9. Batters/runners put out by defensive play or by strike-out should NOT continue as baserunners.

10. Defensive Field: Each team shall field 10 defensive players. Players may sit out 1 inning per game ONLY. Those players who do not sit out in a game will be the first to sit out in the next game.
11. Bunting is NOT allowed.
12. Base stealing is NOT allowed.
13. Overthrows: Players may advance a maximum of one (1) base.
14. Game Length: **No new innings are to be started after 1 hour from SCHEDULED start time** and all games have a hard stop at 1 hour & 15 minutes from scheduled start time (unless game start is delayed by previous game, then hard stop is at 1 hour & 15 minutes from actual start time).
15. Starting players must be rotated from game to game.
16. Coaches or parents for the home team are responsible for putting out and taking in the bases.
17. No scores or standings are kept.

3.0 Minors Division

3.1 Baseball Minor Division (AA)

AA Minors is a development division focusing on instruction, learning and fun. The division is the first introduction to kid pitch baseball in a non-competitive atmosphere, beyond coach pitch.

1. No "on deck" batter. Batter cannot handle a bat until it is batter's turn at bat and they are wearing a helmet.
2. Managers shall make every attempt to play all scheduled games during the regular season regardless of player availability. Regular season games may be played with 8 players, but if fewer than 8 are available, opposing team should share a player(s) to provide both teams with as complete a defensive lineup as is possible.
3. Stealing is allowed at all times, including home. The pitcher must be standing on the pitching rubber with ball in hand and the catcher must be in the catcher box ready to receive a pitch to prevent base runners from advancing to the next base. Any questions on this, please see your rulebook paragraph 7.13. If you still have questions, contact your UIC. Please see the Rules Education section of the CHLL website for a more detailed explanation of this rule.
4. Managers MUST abide by the following pitch count rules:

Pitches allowed per day:

All league ages: 50 pitch limit

Rest Requirement (number of calendar days of rest before player can pitch again):

50 to 36: 1 full game or 2 days which provides MORE rest

35 to 21: 1 full game or 1 days which provides MORE rest

1 to 20: No games/days of rest required

5. If a player pitches 21 or more pitches he is not eligible to pitch in the next scheduled game.
6. Every player should be afforded the opportunity to pitch during the season (unless they decline).
7. No more than three adults (manager & 2 coaches) are to be in the dugout or on the field
8. A team can score a maximum of 5 runs per inning.
9. No parent/coach/manager shall pitch. Batter will receive a maximum of 4 balls or 3 strikes per at bat the first time through the batting order. After the first time through the batting order, the batter shall receive 3 pitches from the machine (If batter fouls off third pitch from machine he remains at bat until he/she strikes out or hits a ball in play).
10. Game length is 1 hour 30 minutes from scheduled start time (unless previous game caused a late start, then it is from actual start time). Timeliness is key to get the later games completed. Please be mindful and courteous of the following game. Exception: If there is no following game scheduled (or if the following game has been canceled) on the field and there is no inclement weather or darkness, there shall be no time limit on the game.

11. Games can end in a tie. In the event of darkness, the game will revert back to the last complete inning.
12. All players must play six defensive outs in a game (outs do not need to be consecutive). Players must be afforded the opportunity to play in the infield at least every other game.
13. Continuous Batting order. All players will be in the batting lineup whether they are playing defensively or not. Therefore, Rule 7.14 is not applicable (special pinch runners). With that, if a player is in the bathroom or misses his at bat for any reason, his spot is skipped with no out recorded. Once the player returns he will go back into his original spot in the line-up. See Rule 4.04 for any questions on continuous batting order.
14. Coaches or parents for the home team are responsible for putting out and taking in the bases and for providing an umpire.
15. Coaches or parents for the visiting team are responsible for wetting and dragging the field (time permitting).
15. End of Season Tournament seeding will be determined by random draw, not by order of finish in regular season.
16. See addendum 1 for additional rules to be implemented during the end of season tournament.

3.2 Baseball Minor Division (AAA)

AAA Minors is a preparatory division for major baseball. Players must have one year experience playing kid pitch baseball. These rules follow the Little League Rule Book except for a few exceptions. Pitchers rest days are the major difference as well as mandatory play not needing continuous outs.

1. No "on deck" batter. Batter cannot handle a bat until it is batter's turn at bat.
2. Managers shall make every attempt to play all scheduled games during the regular season regardless of player availability. Regular season games may be played with 8 players, but if fewer than 8 are available, opposing team should share a player(s) to provide both teams with as complete a defensive lineup as is possible.
3. Stealing is allowed at all times, including home. The pitcher must be standing on the pitching rubber with ball in hand and the catcher must be in the catcher box ready to receive a pitch to prevent base runners from advancing to the next base. Any questions on this, please see your rulebook paragraph 7.13. If you still have questions, contact your UIC. You can also see the Rules Education section of the CHLL website for a more detailed explanation of this rule.
4. Managers MUST abide by the following pitch count rules:

League Age Pitches allowed per day:

9-11: 75 pitches

7-8: 50 pitches

Rest Requirement (number of calendar days of rest before player can pitch again):

66 or More: 1 full game or 4 days which provides MORE rest

51 to 65: 1 full game or 3 days which provides MORE rest

50 to 36: 1 full game or 2 days which provides MORE rest

35 to 21: 1 full game or 1 days which provides MORE rest

1 to 20: No games/days of rest required

5. If a player pitches 21 or more pitches he is not eligible to pitch in the next scheduled game.
6. Every player should be afforded the opportunity to pitch during the season (unless they decline).
7. No coaches out of dugout during play except base coaches.
8. A team can score a maximum of 5 runs per inning.
9. Game length is 1 hour 30 minutes from scheduled start time (unless previous game caused a late start, then it is from actual start time). Timeliness is key to get the later games completed. Please be mindful and courteous of the following game. Exception: If there is no following game scheduled (or if the following game has been canceled) on the field and there is no inclement weather or darkness, there shall be no time limit on the game.

10. Games can end in a tie. In the event of darkness, the game will revert back to the last complete inning.
11. Continuous Batting order. All players will be in the batting lineup whether they are playing defensively or not. Therefore, Rule 7.14 is not applicable (special pinch runners). With that, if a player is in the bathroom or misses his at bat for any reason, his spot is skipped with no out recorded. Once the player returns he will go back into his original spot in the line-up. See Rule 4.04 for any questions on continuous batting order.
12. All players must play six defensive outs in a game (outs do not need to be consecutive). Players must be afforded the opportunity to play in the infield at least every other game.
13. Coaches or parents for the home team are responsible for putting out and taking in the bases and for providing an umpire.
14. Coaches or parents for the visiting team are responsible for wetting and dragging the field (time permitting).
15. End of Season Tournament seeding will be determined by random draw, not by order of finish in regular season.
16. See addendum 1 for additional rules to be implemented during the end of season tournament.

Addendum 1: AAA and AA End-of-Season Tournament Rules

Playoff Rules are an addendum to the regular season rules. When in conflict the playoff rules shall be followed:

1. Home team will be determined by a coin flip.
2. No coaches out of dugout during play except base coaches.
3. No new inning shall start after 1 hour and 45 minutes after the scheduled start time. However, if the game is tied at the end of 1:45 and 2 hour limit, continue play until game is decided or game reaches the 10:00 pm mark (lights go out at 10:15pm). After 2 hour time limit (extra innings) teams must complete full innings (unless home team scores the winning run)
4. Minors AA division Only: If a team is leading by greater than 5 runs at the 2 hour mark, the game is over. If less than 5 run difference, continue play until the full inning is complete.
5. If the game is tied (at the end of a full inning) at 10 pm the winner is determined by which team had the most defensive outs during the game. If the game is tied and you are playing an early game and the 10pm time limit is not an issue then you play until the game is decided on the field (no tie breaker rule needed).

3.3 Minors Softball Division

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

1. No "on deck" batter. Batter cannot handle a bat until it is batter's turn at bat.
2. Managers shall make every attempt to play all scheduled games during the regular season regardless of player availability. Regular season games may be played with 8 players, but if fewer than 8 are available, opposing team should share a player(s) to provide both teams with as complete a defensive lineup as is possible.
3. Managers MUST abide by pitch count rules as outlined in the Little League Official Regulations and Playing Rules. If pitch count rules are not followed, the violating team's game(s) may be subject for forfeiture and/or Managers may be subject to disciplinary action.
4. Every player should be afforded the opportunity to pitch during the season.
5. No more than four adults (manager & 3 coaches) are to be in the dugout or on the field.
6. A team can score a maximum of 5 runs per inning.
7. Game length is 1 hour 30 minutes from actual start time. Exception: If there is no following game scheduled (or if the following game has been canceled) on the field and there is no inclement weather or darkness, there shall be no time limit on the game.
8. Games can end in a tie. In the event of darkness, the game will revert back to the last complete inning.
9. All players will be in the batting lineup whether they are playing defensively or not (continuous batting order).

10. Every player should play at least one defensive inning per game in the infield. All players must not sit out more than 1 consecutive inning and no player shall sit for a second inning unless every other player on the team has sat for one inning.
11. Coaches or parents for the home team are responsible for putting out and taking in the bases.
12. Coaches or parents for the visiting team are responsible for wetting and dragging the field (time permitting).
13. Regular Season Playoff placement will be determined by random draw, not by order of finish in regular season.
14. Playoff rules will follow the Major Division Local Operating Rules and all Little League rules.

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

1. Continuous Batting order. During the regular season, all players will be in the batting lineup whether they are playing defensively or not. Therefore, Rule 7.14 is not applicable (special pinch runners). With that, if a player is in the bathroom or misses his at bat for any reason, his spot is skipped with no out recorded. Once the player returns he will go back into his original spot in the line-up. See Rule 4.04 for any questions on continuous batting order.
2. Normal defensive mandatory play rules apply (6 outs). Players who start the game on the field are considered “starters”. Per rule 4.04, a player may be entered and/or reentered defensively in the game anytime if that player and their substitute have met the requirements of mandatory play (AT LEAST 6 defensive outs).
3. No “on deck” batter. Batter cannot handle a bat until it is batter’s turn at bat.
4. No more than three adults (manager & 2 coaches) are to be in the dugout or on the field.
5. Majors will be observing the 10 run “mercy rule” (after the 4th inning).
6. Coaches or parents for the home team are responsible for prepping and clearing the field (put out bases, wet/drag the field, chalk baselines and batter’s box, etc.).
7. End of season playoffs will directly follow the Little League Regular Season Rules (Batting and substitution Rules 1 and 2 above will not be utilized).
8. End of season playoff seedings will be determined by order of finish during the regular season.

B. Tie-Breaker Criteria (for Major division tournament seedings)

1. Head-to-head record
2. Head-to-head runs allowed (least)
3. Cumulative runs allowed (least)
4. Cumulative runs scored (most)
5. Coin toss for those levels that elect to have a playoff after regular season play (typically Majors and Minors), here is the format that will be followed.

X. PLAYOFF PROCEDURE

A. Four Team Format

1. First place must lose twice.
2. First plays fourth and second plays third. If first place wins their first game, then their opponent in the championship must defeat them twice to win the title.
3. If first place loses their first game, they are placed in the championship game while the other two first round winners play each other to determine who will face them.

B. Five Team Format

1. First place must lose twice.
2. Fourth place plays fifth place. The winner advances to play in a four-team format playoff (described above in section A).

3. First plays fourth and second plays third. If first place wins their first game, then their opponent in the championship must defeat them twice to win the title.
4. If first place loses their first game, they are placed in the championship game while the other two first round winners play each other to determine who will face them.

C. Six Team Format

1. First and second receive first round byes.
2. Third plays sixth and fourth plays fifth. The winners move on to the next round against first and second. First will play the lowest seed remaining team; second will play the remaining team.
3. The two winners of round two will play for the championship.

D. Seven Team Format

1. First place receives a first round bye.
2. Second plays seventh, third plays sixth, and fourth plays fifth. The winners move on to the next round. First will play the lowest seed remaining team; the other two remaining teams will play each other.
3. The two winners of round two will play for the championship.

E. Eight Team Format

1. First place must lose twice. Therefore, they will replay a team if they lose to that team in any given round of the playoffs. After first place has one loss, no more replays are required.
2. First plays eighth, second plays seventh, third plays sixth, and fourth plays fifth. The winners move on to the next round. First will play the lowest seed remaining team; the other two remaining teams will play each other. If first has not yet lost a game in the playoffs, their opponent must defeat them twice.
3. The two winners of round two will play for the championship. If first is still in the playoffs and has not yet lost a game in the playoffs, their opponent must defeat them twice.

XI. FORFEITURES

Pursuant to Rule of the LLB, Inc. "Official Regulations and Playing Rules", if a game cannot be played because of the inability of either team to place nine players on the field before the game begins, and the manager has notified the Player Agent at least 7 days in advance of the game, then such games MAY be rescheduled (at the discretion of the Player Agent). If 7 days' notice is not provided, the team with less than nine players forfeits the game. However, if both teams are unable to place nine players on the field before the game begins and neither manager has contacted the Player Agent at least 7 days in advance, then the game shall be deemed a tie.

T-ball and Coach Pitch divisions may play with whatever number of players are available. Minor division teams may play with 8 players.

XII. GAME SCHEDULES

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

MAKE UP GAME POLICY

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

XIII. ETHICS AND CONDUCT

1. Managers will conduct themselves and see that the coaches and parents conduct themselves in a manner befitting the players of the League at all times. Managers are responsible for conducting themselves with the pinnacle of sportsmanship at all times, both as an example to players & parents and as a steward of LLB. Any behavior less than this pinnacle of sportsmanship will not be tolerated and may result in:
 - Ineligibility to manage or coach All-Star teams
 - Suspension or removal from the league.
2. Any player arguing with an umpire, League official, manager, or coach, will immediately be removed from the game by his manager.
3. The conduct of the players on the bench and their vocal attitude toward the opposing players or team are the responsibility of the manager. "Bench Jockeying" or heckling the other team will not be allowed at any time. The home plate umpire or any of the officiating staff has the authority to halt the game and give the team manager a warning concerning inappropriate conduct of his players or parents. Should the umpires need to stop the game a second time due to a team not heeding the first warning, the umpire may suspend the game and file a full report with the Player Agent, League President and Umpire in Charge. The report, in writing shall consist of:
 - Date, time, inning, score and teams involved.
 - All personnel involved: managers, coaches, players, parents and spectators (if applicable).
 - A full description of the events leading up to the game suspension.
 - All umpires who were part of the umpiring crew are to sign the report. If concurrence among the umpires is not possible, then those umpires not concurring must still sign the report and note the areas with which they do not concur.
 - The report must be filed within 24 hours of game suspension to the Player Agent.
 - Should the umpire crew not provide a report, the CHLL Board member on duty shall submit a report.
4. Smoking and use of tobacco will not be permitted at any CHLL function.
5. All managers and coaches must adhere to the following: NO foul language will be used toward players, umpires, opposing team personnel, or spectators at any time. Managers or coaches will not belittle, or physically discipline any player.
6. Managers and coaches are required to hold regularly scheduled practices with their teams to prepare for games. The team manager or coach will notify all team players regarding practices, game schedules, field days, re-scheduled or makeup games and other league business as the Level Director makes them aware.
7. A MAXIMUM OF 3 SCHEDULED PRACTICES ARE TO BE HELD IN 1 WEEK. Further restrictions on practices and practice times are as follows:
 - Pre-season – 3 practices
 - 1 game week – 3 practices
 - 2 game week – 2 practices
 - 3 game week – 1 practice
 - All practices are limited to 2 Hours.
 - Coach Pitch & T-ball practices should not to go past 7 p.m.
 - Minor, Major, Junior, & Senior practices should not to go past 9 p.m. while school is in session
8. No Manager, Coach, or representative of the League shall transport players in the open bed of a pickup truck.

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

XIV. PLAYER DISCIPLINE AND CONDUCT

1. Players are required to actively participate in all official practices and games scheduled by their managers and CHLL. In the event that a player is unable to participate because of prior commitments, vacations, or illness or injury, it is the player or his parents' responsibility to notify the manager or coach of their inability to participate.
2. Any player willfully destroying or stealing CHLL property can be suspended for the balance of the season.
3. Players shall not use foul language, obscene gestures, or instigate disruptions among other players or teammates. Fighting will not be tolerated.
4. All players will report to the field for scheduled games in full uniform. No unauthorized uniforms will be allowed for league players without prior approval of the Board.
5. No customized jerseys and/or pants, jackets, or undershirts not recognized as baseball undershirts, will be allowed. Only uniforms approved by the Board may be worn. The only permitted customization is names on the top back of jerseys for jerseys NOT to be returned at the end of the season.
6. Players shall not report for a scheduled game in dirty or torn uniforms, damaged hats, or steel cleats.

The manager shall notify the Commissioner 24 hours in advance of game time regarding any player to be disciplined. This notification will be in the form of a letter or e-mail from the Manager or Coach to the Player Agent. A copy of the notice will be forwarded to the parents of the player. Actions resulting from notice of discipline are as follows:

First Notice - Player to play only minimum required time.

Second Notice - Player will not play the next scheduled game.

Third Notice - A referral to the Board will be made to determine the player's eligibility to continue participation in the program.

Exception: Fighting is grounds for immediate ejection and subject to discipline of second notice.

XVI. ALL-STAR POLICY

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

A. Player Eligibility

1. A player must have played in at least half of the scheduled games during the season to be eligible. One-half of games include post-season play. (i.e. a player who joined the team mid-season, or who was ill or injured and did not play in at least half of the games, would not be eligible.)
2. Player must not have reached stage 3 (Third Notice) of the disciplinary process during the season. The Player Agent and League President will ensure that this rule is strictly enforced.
3. The 11-12, 10-11 and 9-10 All-Star teams will be filled with players from the Majors division. If there are not sufficient players to fill a team or teams, the Board will decide whether to:
 - a) reduce the number of participating all-star teams, or
 - b) supplement available Majors Division players with Minor Division Players selected by the Minors Division Player Agent and Managers.

B. Selection Process

1. Manager Selection

The Managers for the All Star teams should come from the Divisions from which the majority of players from that team come. To be eligible to be the Manager of an All Star team you must have been a Manager during the regular season (unless no managers are available, than assistant coaches may be selected). To be one of the two Coaches on an All Star team you must have been either a Manager or one of the recognized Coaches during the regular season.

The Managers for the All Star Teams will be selected by the President. The President will consult with Player Agents for recommendations and final selections will be heavily weighted by Parent/Player suggestions and Umpire evaluations. Once selected, the President must submit the choices for Manager to the CHLL Board of Directors for final approval.

The selected Manager(s) will be allowed to select his/her supporting Coaches, however, President approval is required.

2. Player Selection

The All Star teams are intended to represent the best players available at each age group to put together competitive teams to play in post season play. Based on division enrollment, CHLL will select levels for All-Star play prior to opening day for each season

14 players maximum can be on each of the All Star teams. For each season, the All-Star Manager, Player Agent and President (or designee) will decide how many players to carry on the roster (typically 12, 13 or 14).

The All Star teams will be selected in a closed session by the Managers and Player Agent for that Division(s).

The final All Star rosters must be approved by the Player Agent and President and may not be announced until June 1st.

XVI. HISTORY

Updated 4/1/2017