

CROMWELL LITTLE LEAGUE



LOCAL PLAYING RULES

February 2018

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I. GENERAL RULES

This organization shall be known as CROMWELL Little League and hereinafter referred to as "CLL." Under no circumstances shall the Cromwell Little League Local Rules ("Local Rules") conflict with Little League Baseball, Inc.'s rules, regulations, and policies (hereinafter referred to as "LL International Rules." To the extent that any Local Rules are inconsistent with or violate LL International Rules the Local Rules shall be void and have no effect. To the extent that the Local Rules do not address a specific issue the applicable LL International Rule shall govern the CLL.

1. It is the responsibility of every member if the CLL, Board Members, Coaches and Players to enforce and follow all BYLAWS and Local Rules and to act in accordance with the CLL Constitution.
2. Every player shall participate in each game for a minimum of six (6) defensive outs/ two (2) innings consecutively and come to bat at least once in a full game in the CLL.
 - a. Any player that is benched for a game must be reported to the opposing manager prior to the start of the game. When he/she is benched in the course of a game, the opposing manager shall be notified immediately and a written report of why the player is benched must be submitted to the Division Vice President and Player Agent within 24 hours of the incident.
 - b. If a manager is about to violate the mandatory play rule, the opposing manager should bring this to the manager's attention if he is aware of it.
 - c. If a player does not play the mandatory playing time due to weather, darkness, or for any reason, the player shall start the next game. Note: All players must have at least one turn at bat or they must start the next game.
 - d. Misconduct of any player must be reported to the Division Vice President and Player Agent within 24 hours.
 - e. LL International Rule 3.03 governs player substitutions.
3. Managers shall report all injuries which occur during CLL practices and/or games to the CLL Safety Officer within 24 hours of the incident.
4. All players must have a Medical Release signed by a parent or guardian, and return it to their manager or to the CLL before participating in the Little League season. The Medical Release forms will be kept by the managers for their respective teams and brought to each game and/or practice.
5. Any player who is treated by a healthcare provider because of an injury sustained during a CLL game or practice must have a written release from the person who treated the player in order to return to the team. The CLL Safety Officer shall also be notified and will give final release.

6. It is not the Little League philosophy to undermine the opposing team, manager or players. There will be no name-calling or degradation of a Little Leaguer in the CLL. All managers are requested to instruct and control players who participate in this kind of activity. Violators will be subject to removal from the game (umpire's discretion).
7. Abuse of equipment and/or property is prohibited. This includes the flagrant throwing (umpire's discretion) of bat(s) and/or helmet(s). Any violator, player and/or manager/coach/scorekeeper will be removed from the game per order of the umpire.
8. All players must be in full uniform provided by the league in a regular game as covered by LL International Rules. This includes hats worn and shirts tucked in. All players in each baseball and softball division must wear protective cages or guards on their batting helmets while batting. The only exception to this rule is that players who are Little League ages 10, 11, and 12 in the softball and baseball Majors' divisions are not required to wear protective cages or guards, but may choose to do so.
9. Only a CLL Board approved manager/head coach, assistant coach, scorekeeper, 4th adult volunteer, and participating registered uniformed players are permitted on the field and in the dugout during a regular scheduled game. The manager/head coach, assistant coach, and scorekeeper are hereinafter collectively referred to as "the coaches." Managers shall direct all others to the facility provided by the league for viewing the game. A fourth adult volunteer who has completed the coaching/volunteer forms required by the CLL Board of Directors and who has been approved by the Board may participate on the field during practices and in the dugout during CLL regular season and playoff games. In the event that a manager cannot be present during a game the assistant coach shall become the acting manager, and the scorekeeper shall become the acting assistant coach. Under these circumstances the fourth adult volunteer may serve as the acting scorekeeper. Under no circumstances shall the fourth adult volunteer serve as the acting manager. There shall be at least one of the coaches or a CLL approved adult volunteer present in the dugout at all times during a game. If a team does not have at least one of the coaches and one CLL approved adult volunteer present for a game that game cannot be played.
 - a. All players should be restricted to the dugout or bench and playing area unless given permission to go elsewhere by his/her coach or manager.
 - b. No food should be allowed in the dugouts.
 - c. During the games only two coaches are allowed outside the dugout. Everyone else, coaches and/or players must stay in the dugout.
 - d. Coaches are not allowed to warm up pitchers. Exception: Softball.
10. Any player who misses three consecutive games and/or practices which are unexcused must be reported to the Division Vice President. If the player did not notify the manager the player will be contacted to find out the reason for his absence.
11. No regular season game shall be forfeited.
 - a. Regular season games will be played unless one team has less than 7 players. Substitute player(s) will come from the opposing team if the

opposing team has more than nine players present. Opposing team's coach picks the player. If opposing team does not have more than nine players the subs will be chosen from registered CLL players on the sidelines providing both coaches agree to the selections. Substitution players always bat ninth (or eighth or ninth) and can play left and right field only.

- b. Games cannot be cancelled due to lack of players unless Division VP or another designated official is first notified. In case of a conflict of interest or in the absence of the Division VP the League President or League VP may be substituted.
 - c. Teams who are playing games on the fields directly adjacent to the concession stands will be responsible to supply a volunteer 16 yrs of age or older to assist with concession stand operation for the game. Home team covers concession stand, visiting team, covers the scoreboard. If there are no volunteers, the snack shack does not open.
12. Any game not a legal game will be a suspended game (for divisions major and higher).
- a. Home Team manager shall notify the Division Vice President of a suspended game, giving all pertinent information (innings, outs, base runner, etc). The game will be completed from the point of suspension.
 - b. In case of inclement weather before the game begins, the Division Vice President shall determine if the field is in playable condition. In the absence of the Division VP, present CLL Board members shall confer and make a determination on playable conditions. If an agreement cannot be reached then the game will NOT be played. The umpire is in charge once the game has started.
 - c. For safety reasons, any CLL board member shall have the right to recommend the suspension of a game due to darkness and/or inclement weather. However, the umpire will have final say.
 - d. Cancelled and suspended games will be reassigned by the Division Vice President and be rescheduled in the order of cancellations (preferably in the same week and not more than 10 days after original scheduled date).
13. No player can be taken out of the middle of an inning unless he is hurt and cannot continue; a pitching change is being made, or due to disciplinary action taken by the manager.
14. Only the manager (or the assistant coach, upon absence of the manager) will be allowed to discuss a questionable play or rule interpretation with the umpire.
15. A runner is out when the umpire, based solely on his discretion, determines that the runner deliberately ran into a fielder.
16. Alcoholic beverages and tobacco products shall not be allowed in the playing area of any Little League game and/or practice. Any offender shall be subject to disciplinary action by the Board of Directors. Board members who are present and witness such

misconduct shall report all situations to the league Division Vice President and Player Agent.

17. All games unless otherwise noted must start no later than 6:00 p.m. In the months of April and May games must start no later than 5:45 p.m.
18. On field practice time before each game will be as follows (if a team is late for its time, it loses its place):
 - a. Before 45 minutes prior to start of game – Work on preparing field
 - b. 30 minutes prior to start of game - Home team fielding
 - c. 15 minutes prior to start of game – Visiting team fielding
19. Batting Cage use on game days:
 - a. Cage #1:
 - Home Team Henderson: 90 minutes to 60 minutes before game time
 - Visiting Team Henderson: 60 minutes to 30 minutes before game time
 - b. Cage #2:
 - Home Team Lindquist: 90 minutes to 60 minutes before game time
 - Visiting Team Lindquist: 60 minutes to 30 minutes before game time
20. The Home Team shall:
 - a. Supply 2 new game balls for each game.
 - b. Use the first base dugout/bench area.
 - c. Administer umpire payment process if required.
 - d. Be responsible for picking up and returning the base and umpire equipment where applicable.
21. For divisions major and higher, during the months of April and May no inning shall start after 8:00 p.m. For all lower divisions, no inning shall start after 7:30 p.m. during any time of the season.
22. There will be no penalty assessed for balks in divisions Majors and lower.
23. Prior coaching experience in the CLL as well as qualifications, demeanor, ability, and disciplinary issues shall all be taken into consideration by the CLL Board in approving managers, coaches, and scorekeepers for new positions that becomes available.
24. Game Ejection Penalty:
 - a. The following penalties shall be imposed on a player, manager, coach and/or scorekeeper who is ejected from a game and is to include all regular season, playoff, All Star and tournament games;
First Offense – Person ejected shall be suspended from participating in the next game, scheduled or make up.

Second Offense – Person ejected shall be suspended from participating in all games for the rest of the calendar year subject to hearing by the Board of Directors.

- b. Game(s) ejection of any manager, coach and/or scorekeeper may impact league standings and coaching approval for subsequent seasons.

25. No changes, additions, and/or deletions may be made to the CLL Local Rules nor the CLL Constitution and By-Laws without approval of the CLL Board of Directors by majority vote with at least two-thirds (2/3) of the Board of Directors participating in said vote.

II. DIVISION SPECIFIC RULES

1. Senior League Divisions

- a. League participation will be eligible players ages 15 and 16. Exception: 14 year olds selected to fill out team rosters in the event there are not enough age eligible players available.
- b. Call-Ups – If a team is required to call-up a player from the Junior League, it shall be the player chosen by the manager of the team needed to call-up.

2. Junior League Division

- a. League participation will be eligible players Little League ages 13 and 14.
- b. All players Little League age 14 shall be selected prior to age 13 players. If there is no CLL organized Intermediate division team then age 13 or 14 players shall be selected in any order.

3. Intermediate

- a. League participation will be age eligible players Little League ages 11 through 13.
- b. Roster priority for spots on CLL Intermediate teams shall be in the following order:
 - i. Players Little League age 13 not on a CLL Junior League team roster.
 - ii. Players Little League age 13 on a CLL Junior League team roster.
 - iii. Players Little League ages 11 or 12 not eligible to play in the CLL Majors division.
 - iv. Players Little League ages 11 or 12, on a CLL Majors division team roster.

4. Baseball Majors

- a. League participation will be age eligible players Little League ages 9, 10, 11 and 12 selected through the draft process.
- b. All eligible 11 and 12 year olds that try out or have a written excuse must be drafted.
- c. To be eligible, all 9's trying out must have played 1 year in AAA minors.
- d. Call-Ups – If a team is required to call-up a player from the Minor League Division, the player shall be selected according to the following order:
 1. Oldest 12 year old available
 2. Oldest 11 year old
 3. Manager's choice of available 10 year olds that participate in the Major League Division tryouts.
 4. Manager choice of available 10 year olds that did not participate in tryouts
- e. Scoreboards must be kept by the appropriate teams.

- f. All Potential Head Manager Candidates must go through an interview process with the league president, the player agent, and the division V.P for proper vetting and recommendation to the board.

5. Softball Majors

- a. League participation will be age eligible players little league ages 9, 10, 11 and 12 selected through the draft process.
- b. All eligible 11 and 12 year olds that try out or have a written excuse must be drafted.
- c. To be eligible, all 9's trying out must have played 1 year in minors.
- d. In an attempt to speed up games, coaches will be allowed to warm up pitchers.
- e. Teams are allowed to use 10 players with the extra player positioned in the outfield.

6. Minor League Divisions

A. Baseball Minors – AAA Division

- a. League participation will be eligible players ages 8, 9, 10, 11 and 12 (require a waiver) in accordance with LL International Rules. 8 yr olds are required to have played a minimum of 1 year AA baseball. 12 yr olds require a waiver from District in order to play in Minors. Players who are Little League 12 years old are prohibited from pitching in this division due to LL International Rules.
- b. Coaches not in umpiring capacity are not allowed on the field of play during game time with the exception of the coaching boxes, to remove a pitcher, or to tend to a player's injury. ONLY LEAGUE APPROVED coaches allowed on the field starting with pregame warm ups through completion of the game.
- c. A minimum of one coach to remain in the dugout area when one or more players are on the bench.
- d. 5 Run rule is in effect or 3 outs, whichever comes first.
- e. Each team will field nine (9) defensive players. Minimum playing time for players will be nine (9) defensive outs.
- f. Pitchers subject to LL International Pitching Rules regarding number of pitches that can be thrown and days of rest required.
- g. No inning to start after 7:30 p.m or 1 hour and 45 minutes after the start of the game .

- h. Home plate umpires will be assigned by the league. Umpire's decisions are final. Home team will provide a CLL approved adult volunteer base umpire whose job is to call outs at all bases except for home plate. ARGUING any umpire's decision is NOT ALLOWED. Violators will be subject to the CLL Game Ejection Penalties defined in Section I herein.
- i. Normal regulation Base on Balls (walks) and Strikes counts will apply.
- j. Stealing of bases and feet first Sliding Allowed. NO HEAD FIRST slides allowed unless returning to the base. Any player who slides head first shall automatically be called out.
- k. Bunting ALLOWED.
- l. Scores to be recorded, however, no official standings will be kept.
- m. If no adult umpire is available for a game the game shall not be started until a CLL Board approved adult volunteer is available.
- n. Minimum playing time shall be 1 inning in the infield. It is suggested that players should not sit more than 1 consecutive inning. If the manager and coaches deem a player to be a safety risk for infield play, the division VP, CLL Player agent, and player's parent or guardian must approve a waiver of the minimum infield playing time.

B. Baseball Minors – AA Division

- a. League participation will be eligible players at Little League ages 7 & 8 years old in accordance with LL International Rules.
- b. Only league approved coaches to be on the field – NO EXCEPTIONS. Coaches may remain in fair territory for instructional purposes during defensive play. Offensive team's coach to remain behind the mound and will call ball, strikes, and outs. At least one coach must remain in the dugout area when there are one or more players on the bench.
- c. Each team shall bat a continuous batting order or 3 outs, whichever comes first.
- d. No On Deck batters- All batters waiting their turn at bat are to remain in the dugout area. No swinging of bats in the dugout area.
- e. Each team can have up to 10 defensive players in the field – the 10th player must be in the outfield to make a max of 4 outfielders.
- f. No Bunting.

- g. No Infield Fly rule.
- h. Player's must be rotated to different defensive positions each inning, with the exception of the pitcher. Players must play a minimum of 1 inning in the infield.
- i. Pitchers can pitch no more than 50 pitches per game subject to LL International pitch count rules.
- j. At bat team's coach will call balls and strikes from a position behind the pitching mound.
- k. There will be no base on balls given to a batter. The pitcher will pitch until balls are reached on the batter, then the coach of the at bat team will pitch to the batter until contact with ball in fair territory or strike out is attained.
- l. Stealing of third base and sliding is permitted.
- m. The maximum number of bases taken on a hit in fair territory is two bases. All runners who are not more than half way to the next base shall return to the base they came from once the defensive team has control of the ball in the infield. The term "has control of the ball" means an infielder has the ball securely either in his throwing hand or his glove. If a runner is more than half way to the next base the runner may proceed to the next base at the runner's risk of being thrown out even if the defensive team has control of the ball in the infield. The defensive team may attempt to get that runner out or let him advance and simply get the ball to the pitcher. If the defensive team makes an attempt to get the runner out as referenced in the previous sentence then the other runners are then free to advance at their own risk of being thrown out. After a hit in fair territory at no time may runners advance if they are less than half way to the next base once the pitcher has the ball while on the pitching rubber.
- n. No scores or standings will be recorded.
- o. There will be no playoffs.

C. Baseball Minors – A Division

- a. This division is designed to bridge the gap between Tee Ball and AA Minors for 6-7 year olds in accordance with Little League International Rules.
- b. Minors – A division is a Coach-pitch division only.
- c. To be eligible players Little League age 6 must have played at least one year in tee-ball.
- d. Coaches shall officiate as umpires during Minors – A division games.

- e. Minors – A division games shall last 4 innings or 90 minutes whichever comes first.
- f. There shall be no official score keeping during the game.
- g. A player who throws the bat is out (if it travels more than five feet from home plate).
- h. A player who slides into any base is automatically out.
- i. All batters and base runners must wear protective helmets with facemasks.
- j. It is strongly recommended that the managers/coaches rotate the players to as many different field positions as possible.
- k. Once a batted ball is under the control of an infielder, runners may not advance to the next base.
 - 1. Runners should not be encouraged to take extra bases. There is no advantage at this level and players can get hurt.
 - 2. The last batter of each inning should not be encouraged to circle the bases. Play it like any other at bat – no advancing once the ball is under the control of an infielder.
- l. Defensively every player will play every inning.
 - 1. A player will be positioned in each of the 6 infield positions.
 - 2. Catcher's must wear the catcher's equipment and be positioned behind the plate when the batter is at bat.
 - 3. Pitchers must be positioned on the pitcher's plate until the batter puts the ball into play.
- m. Any remaining players shall play the outfield.
- n. Offensively every player will bat every inning.
- o. A team's turn at bat will end when each player has had a turn at bat.
- p. Only league approved coaches to be on the field – NO EXCEPTIONS. Coaches may remain in fair territory for instructional purposes during defensive play.

7. Softball Minors

- a. League participation will be eligible players ages 7-12 in accordance with Little League International Rules.

- b. 5-run rule is in effect.
- c. Each team will field between a minimum of eight (8) and a maximum of ten (10) defensive players in the Softball Minors division.
- d. There will be no base on balls given to a batter. The pitcher will pitch until 4 balls are reached on the batter, then the coach of the at bat team will pitch to the batter until contact with ball in fair territory or strike out is attained.
- e. No standings shall be kept.
- f. There will be no playoffs.
- g. The infield fly rule will not be in effect.
- h. A CLL umpire or Board approved manager/coach will work the plate.

8. Tee Ball Divisions

- a. League participation will be eligible players little league ages 5 and 6 in accordance with Little League International Rules.
- b. The Tee Ball playing field shall be identical in dimensions to a little League field; however, the base paths shall be only 50 feet in length.
- c. Coaches shall officiate as umpires during Tee Ball games.
- d. Tee Ball games last 3 innings or 90 minutes whichever comes first.
- e. There shall be no official score keeping during the game.
- f. A player who throws the bat is out (if it travels more than five feet from home plate).
- g. A player who slides into any base is automatically out.
- h. All batters and base runners must wear protective helmets.
- i. It is strongly recommended that the managers/coaches rotate the players to as many different field positions as possible.
- j. A batting tee must be used for all batters, each turn at bat, every game, for the entire season – no exceptions!
- k. A batted ball must travel at least 10 feet in fair territory or it shall be considered a dead ball and the batter shall take another turn at bat.

- l. Once a batted ball is under the control of an infielder, runners may not advance to the next base.
 - i. Runners should not be encouraged to take extra bases. There is no advantage at this level and players can get hurt.
 - ii. The last batter of each inning should not be encouraged to circle the bases. Play it like any other at bat – no advancing once the ball is under the control of an infielder.
- m. Defensively every player will play every inning.
 - i. A player will be positioned in each of the 6 infield positions.
 - ii. Catcher's must wear the catcher's equipment and be positioned behind the plate when the batter is at bat.
 - iii. Pitchers must be positioned on the pitcher's plate until the batter puts the ball into play.
- n. Any remaining players shall play the outfield.
- o. Offensively every player will bat every inning.
- p. A team's turn at bat will end when each player has had a turn at bat.
- q. Only league approved coaches to be on the field – NO EXCEPTIONS. Coaches may remain in fair territory for instructional purposes during defensive play.

III. DRAFT RULES FOR DIVISIONS MAJORS AND HIGHER

A. TITLED PLAYERS DRAFT PLAN

1. All teams will draft in the reverse order of finish of the previous year.
(Exception – League with 2 divisions will draft according to regular season record, the team with the worst record will draft first, second worst record will draft second, etc., with the team with the best record will draft last.)
2. Tie Breaker – In the event two teams have identical overall records the following will be used to determine draft order:
 - a. One Division League:
 - i. Head to head record – team with better head to head record will draft lower.
 - ii. Draft order from previous season – team that drafted higher in the previous season will draft lower.
 - b. Two Division League:
 - i. Head to head record – team with better head to head record will draft lower.
 - ii. Division record – team with better division record will draft lower.
 - iii. Draft order from previous season – team that drafted higher in the previous season will draft lower.
3. No team will draft more players in a specific age group than the maximum allowed under LL International Rules.
4. All options must be exercised before the draft begins. (Exception – in the case of two or more brother or sisters trying out in the same year, the team selecting one of these players must immediately announce their right to the option of the remaining brother or sister. If the option is exercised the player must be taken in the next available round.)
5. The following are the only options allowed:
 - a. The son or daughter of an approved manager/coach.
 - b. The brother/sister of a registered player who appears on a roster.
6. If options are exercised they will be assessed as follows:
 - a. 1st option – 2nd round
 - b. 2nd option – 1st round
 - c. 3rd option – 3rd round
 - d. 4th option – 4th round

B. RE-DRAFT PLAN

1. Once the number of teams has been determined and head managers approved, a random lottery will take place for draft position.
2. The lottery will take place prior to the actual draft.
3. The 1st position receives 1st pick and so on.
4. The returning players draft (Part A) is a serpentine draft. This format continues into the new players draft (Part B).
5. Draft Rounds: All options must be exercised before each part of the draft begins. If an option is exercised for the son/daughter of a manager, such candidate must be drafted in the following rounds:
 - a. 12's 3rd round
 - b. 11's 4th round
 - c. 9/10's 5th round

(Exception – in the case of two or more brother or sisters trying out in the same year, the team selecting one of these players must immediately announce their right to the option of the remaining brother or sister. If the option is exercised the player must be taken in the next available round.)

6. No team will draft more players in a specific age group than the maximum allowed under LL International Rules.

IV. PLAYOFF RULES

1. One Division League:
 - a. 1st place team is the regular season champions
 - b. The playoff seeding Tiebreaker is to be determined by:
 - a. Head to head record during regular season
 - b. Coin toss
 - c. All teams make the playoffs
 - d. Round One is one (1) game. Rounds 2 & 3 are best of three (3).
 - e. The team with the better record is the Home Team. Tiebreakers will be:
 1. Head to head record during regular season
 2. Coin toss
 - f. The 1st place team will play the lowest seeded team; the 2nd place team will play the next lowest seeded team, etc.
 - g. If there are an odd number of teams or the pairings cannot be made to reach a championship game evenly, the Division V.P. will determine first round byes.
 - h. Playoff champion will be the winner of the last game.
2. Two Division League:
 - a. Top three (3) teams in each division will make the playoffs.
 - b. Winners of each division will receive first round byes.
 - c. Tiebreakers will be as follows and will be followed throughout the playoffs:
 1. Head to head record.
 2. Division Record (if from the same division).
 3. Coin Toss (League President, or Division V.P. in the event of a conflict of interest, will be responsible for scheduling and tossing of the coin).
 - d. First Round – One Game – The second place team in each division will play the third place team in the same division. Home teams will be the second place teams.
 - e. Second Round – Best of three games – The division winning team with the best record will play the first round winner with the worst record. The other division

winning team will play the other first round winner. Home team for games 1 will be the division winning teams. Home team will then alternate for remaining games.

- f. Championship Round – Best of three games – The winner of the second round play each other. Home team for game 1 will be team with the better regular season record. For tiebreaker see rule IV.2.c. Home will then alternate for remaining games.
- g. Playoff champion will be the Championship Round series winner.

V. ALL STAR TEAM SELECTION RULES

1. Division All Star Teams will be selected by the approved managers and coaches from the division. Each team will have three (3) votes. The Board approved manager, the second and third Board approved assistant coaches for each Major's team shall each have one (1) vote.
2. Each manager/coach will select fourteen (14) players from all eligible registered players.
3. Each team is age specific. Only 12's are eligible for the 12 year old All Star Team, only 11's are eligible for the 11 year old All Star team, and only 9/10 are eligible for the 9/10 All Star team.
4. The All Star Manager shall select the roster size for each Division All-Star team. The players who receive the most votes will comprise the Division All Star teams.
5. All ties will be determined by the League President and the Player Agent. Exception to this rule, the Intermediate/Junior/Senior League Vice President may recommend to the League President and Player Agent that up to 14 Players make the All Star Team.
6. The two (2) players who receive the next most votes will be the Division All Star alternates. If for any reason any of the original All Stars cannot fulfill their team obligations and the team cannot fulfill the minimum roster size per Little League International Rules, the Player Agent will fill the position(s) on the team with an alternate, selecting the alternate with the most votes first. Should a tie occur in selecting an alternate to the team, the oldest player shall be selected.
7. The names of the two alternates will not be disclosed unless the situation necessitates doing so.
8. Ballots, when completed, will be turned in to the Player Agent and tallied by the Player Agent and League President. The League Vice President may be substituted for either if needed.
9. Results of the voting, other than the names of the players selected for the Division All-Star Teams shall remain confidential.
10. The All Star Managers will be determined as follows:
 - i. Majors Divisions – Recommended/nominated by League Division VP, League President, and Player Agent and approved by CLL Board of Directors for all 3 teams. Factors such as sportsmanship, qualifications, coaching experience and skill, coaching style or demeanor, season record, and disciplinary history/issues must be considered in the nomination process as well as the approval process.
 - ii. Intermediate/Junior/Senior Divisions – Recommended/nominated by League Division VP, League President, Player Agent and approved by CLL Board of Directors for all teams. Factors such as sportsmanship, qualifications, coaching experience and skill, coaching style or demeanor,

season record, and disciplinary history/issues must be considered in the nomination process as well as the approval process.

11. All Star Managers will select one Assistant Coach (it is recommended that this be another manager) and one Scorekeeper to comprise their coaching staff. Available candidates will be regular season approved coaches and scorekeepers only.

VI. TOURNAMENT TEAM SELECTION RULES

1. No Tournament team shall be formed without first receiving approval from the CLL Board of Directors. Approval shall include financial considerations and the appointing of a coaching staff.
2. Any team that does not receive approval from the CLL Board of Directors will not be allowed to use CLL equipment, including but not limited to uniforms, bats, balls and bases, will not be covered by CLL insurance and shall not represent CLL in any way.
3. Once approval is received, teams shall be selected by tryouts open to all registered members of CLL for that particular division and/or age group.
4. The Division V.P, for that particular age group with the assistance of the Player Agent shall administer the tryouts.
5. Selection of players shall be by a CLL Board of Directors approved committee which must include the Division Vice President and Player Agent. League President and/or League Vice President may be substituted and/or added to the discretion of the CLL Board of Directors.
6. Tournament(s) to be played in must be specified at time of initial approval. Additional tournaments will not be considered approved CLL tournaments and will be treated as such.
7. Once the approved tournament(s) have concluded, all equipment must be returned to the appropriate Division VP and the participating CLL tournament team shall cease to exist.