

# **CRESCENT LITTLE LEAGUE**

## **BY LAWS**

### **2018 APPENDED RULES AND REGULATIONS FOR ALL DIVISIONS**

CRESCENT Little League operates under Official Rules and Regulations as set forth in the annual Little League Official Regulations and Little League Operating Manual for Little League Baseball, T-Ball, Minor, Major, Junior, and Challenger Divisions.

In compliance and in addition to the official rules above, the following rules and regulations will apply.  
Adopted 12/4/17

#### **I. SELECTION OF MANAGERS, COACHES AND VOLUNTEERS**

- A. All prospective Managers, Coaches, Team Parents and Volunteers will be subject to a nationwide background check as prescribed by Little League Inc., Williamsport, PA. (Megan's Law)
- B. Manager applicants are approved by the Board of Directors, appointed to teams by the President and confirmed by the majority vote of the Board of Directors prior to the first tryout. Coaches, Team Parents and Volunteers are approved by the Board of Directors. All Major Managers will be approved and appointed to teams before the 1<sup>st</sup> tryout of the season.
- C. All managers must sign and adhere to the Manager's Contract. It is the manager's responsibility to adhere to the objectives of the contract including confirmation that their team fulfills its snack bar duties, field maintenance / asset security obligations, and then returns all league keys and equipment at the end of the season.

PENALTY: (For Manager)

- 1. 1<sup>st</sup> missed objective / rules violation – Will be issued a formal warning in writing by any Board Member assigned by board discussion to issue such communication.
- 2. 2<sup>nd</sup> missed objective / rules violation - Manager will be suspended / prohibited from attending their next scheduled game and must execute any resolution deemed necessary by board discussion.
- 3. If any additional violations, the board of directors reserves the right to increase penalty including extended suspension / expulsion. This shall be brought to the attention of, and enforced by, the Division Representative.

## II. PLAYER SELECTION PROCEDURES

### A. Major Division

1. The Major Division, in accordance with plan A for existing leagues as depicted in the Little League Operating Manual, shall use a draft system to select the remainder of their teams.

Example: The last place team, from the previous season, will draft first in each round followed by the next to last and etc. (6<sup>th</sup>, 5<sup>th</sup>, 4<sup>th</sup>, 3<sup>rd</sup>, 2<sup>nd</sup>, 1<sup>st</sup>) Any expansion team will take first pick before the last place team. The draft will continue in this order until all teams have 12 players.

All candidates are eligible for the draft in rounds 1 and 2. All teams must draft 1 (one) 12 year old by the end of round 3. Teams with options, must pick up their options on the rounds as specified in the operating manual. All other teams will continue picking 12 year olds until all 12 year olds are drafted. When all 12 year olds are drafted, Managers will continue to select from the remaining eligible candidates to fill their teams.

Managers and Coaches options per Little League Operating Manual:

- Player 12 yrs old will be drafted in Round 3.
  - Player 11 yrs old will be drafted in Round 4.
  - Player 9-10 yrs old will be drafted in Round 5.
2. The manager and one board approved coach, for that team, are allowed to attend the draft. Once the draft starts, there shall be no contact with any person outside of the draft room. At the conclusion of the draft, contact can be made as necessary. Any violation of this rule will result in the offending individual forfeiting any appointment to manage or coach any all-star team.
  3. All player applicants ages 9 to 12 that completed their tryout requirements are eligible for the major draft per Little League Official regulations greenbook. Any player who does not complete their tryout requirements will not be eligible for selection to the Major Division for the entire season, without the recommendation from the Player Agent and approval from the Board of Directors.
  4. All 12 year olds must be selected to a Major Team, unless approved by the Board of Directors.
  5. After a player has participated in the Majors Division for one (1) year, he or she has a one time option to go back into the draft for the next year, providing a letter from the parents or guardian requesting this option to be released from the team is submitted to the Player Agent prior 7:30pm on December 31<sup>st</sup>. This player is considered released from the team and must attend the tryouts for his age group.

## **B. Minor Divisions**

1. All Minor Divisions shall use a serpentine draft to select their teams.

Example: Teams 1 through 6 in turn each choose a player then the draft is reversed and teams 6 through 1 each choose a player. This method shall be followed until the teams are filled. At the end of the draft, if a team or teams are short players, new applicants shall be placed on teams in the order the draft left off.

2. The draft order shall be determined by a hat pick and will be continuous until all teams are filled.
3. The manager and one board approved coach are allowed to attend the draft.
4. Draft picks shall start with any age player, minor division eligible per Little League Official Regulations greenbook, (age 5yrs with 1 year of Tball to 11 years old). The picks shall continue until the Player Agent announces an age group that must be selected on the following round. The age group announced by the Player Agent must be exhausted before any other selections can be made.
5. Manager player option shall be selected no later than the 5<sup>th</sup> round.
6. Coach player option shall be selected no later than the 6<sup>th</sup> round.

## **C. General Draft Rules**

1. In the Minor Divisions, any player who does not complete his tryout requirements shall be subject to a hat pick. At the end of their age round, the names and player number shall be written on slips of paper and along with enough blank slips of paper to equal the total number of teams, placed in a hat. The Managers shall draw a slip of paper and those with numbers on them are on that team. Once a hat pick player is placed on a team, in any age group, that team may not receive another hat pick until all teams have received a hat pick player.
2. Players must also have paid registration fees to be eligible for the draft. Crescent Little League has developed a scholarship agreement to aid families in need as approved by board of directors for the given season.
3. A player applicant may be held back to a lower age group providing the **PLAYER AGENT** determines that the applicant would stand a reasonable chance of getting **INJURED** in that division. Absence of baseball skills is **NOT** a justifiable reason for holding an applicant back.
4. Players cannot drop a division from the previous year without Player Agent recommendation, Board approval and District notification.
5. No 12 year old can play lower than the Minor-A Division, without Player Agent recommendation, Board approval and District Administrator approval.
6. A player must report to the team selecting him. Upon failure to do so, the Board of

Directors will take appropriate action, upon recommendation of the Player Agent.

7. During the draft, team names will be selected. Eligible team names for that division will be announced. Managers who express interest in same team name will select by order of the hat pick for draft order.

**D. Draft Options**

1. In order to exercise a managers or coaches option, the managers and coaches must be approved by the board prior to the start of drafts.
2. All options must be submitted, in writing, to the player agent 48 hours prior to the start of the Major draft. All Minor League options must be submitted, in writing, to the player agent 24 hours prior to the start of their respective drafts.
3. The Major division shall execute their options in accordance with the Official Little League Rules with the following addition:
  - a) In order to exercise the Major Division coach's option, the coach must have been a rostered coach of that team the previous season and have participated, in the dugout, for at least 1 game more than half of that teams regularly scheduled games.
  - b) All Major Division coaches will be listed and monitored by the Vice President and the Major Division Representative. A final report will be submitted to the Board of Directors at the last Board Meeting to determine their option eligibility for the next year.
4. The Minor Division shall execute their draft options as follows:
  - a) A manager may choose to exercise options that apply as described below:
  - b) In recognition of the changing make up of today's families, the following is an expansion to the traditional relationships defined to meet the requirement of fulfilling a managers or coaches option in the Minor Division: Sons, daughters, step-parents, guardians, uncles, aunts or cousins, live-in-partners, fiancés or persons with a proven relationship with the player(s) who have demonstrated a willingness to volunteer.
  - c) One coach's option per team is authorized each year for the minor divisions regardless of prior coaching service in the league. There is no coach's option without a team manager.

Managers and coach's options shall be selected no later than the 5th round of the draft. Coaches option shall be selected no later than the 6th round.

- d) Sibling options shall be exercised in the following manner: If the option is executed, the remaining sibling shall be selected with the next pick.

During the draft, if a manager selects a player with a sibling, he must state his option intentions for the sibling option, at that time.

**E. Procedure for Filling a Team Vacancy**

1. Replacement players will be picked up in accordance with Regulation III (D) in the Little League Official Regulations greenbook.
2. A valid reason for dropping players will be verified by the Player Agent and approved by the league president.
3. In the Minor Division, once the team rosters have been established and a vacancy occurs, that vacancy shall be filled by a player of the same divisional age group, from either the next lower division or off the Player Agent's List. The divisional age group is defined as those ages drafted in that division.
4. Upon occurrence of a vacancy, the manager must notify the Player Agent within 24 hours, giving reason for a vacancy. If the Player Agent is unavailable, the manager is to contact the Vice President.
5. After the Player Agent, or in Player Agent absence the Vice President, has verified the vacancy, the player agent or Vice President shall notify the manager that they are free to select a replacement.
6. A team with 5 or less league games remaining in a season will not fill a vacancy without Board approval.
7. To be eligible to participate in a playoff game, a player must be a rostered player and have played in at least 4 games with a CRESCENT Little League team.
8. A Major Manager may select any eligible player from the lower divisions, after approval is received from the Player Agent or Vice President. Selection will be based on observation of the players. Tryouts or direct discussions with the players will not be used as a selection method. The manager must notify the Player Agent of his selection within the time period allowed.
9. Within the Minor Division, once a player has been drafted up by any division team, the remaining players from that team cannot be drafted upward until all other teams in that division has lost one player by draft selection.
10. If the selected player should decline to move up to a higher division, that player would not be eligible for advancement for the remainder of the year. The player will not be eligible to play on team with same manager as the previous season without board approval.
11. The Player Agent must be notified of 2 consecutive unexcused player absences. When notified of a possible team vacancy, the validity of the vacancy is to be verified by the Player Agent within a 3 day period. Two consecutive absences by a player may constitute a vacancy.
12. If for some reason the Player Agent is unable to perform the verification, they are to contact the Vice President in order that this function is accomplished within the allotted time.

13. When a decision has been reached on the validity of a team vacancy, the manager will be notified that he has 7 days to replace the player. That Manager shall submit a list of 3 players to be contacted, by the Player Agent, in order to fill the vacancy on the team.
14. If a manager does not fill the vacancy with a new player within the 7 days allotted, on the 8<sup>th</sup> day a new player will be placed in the vacancy by the Player Agent.
15. When selection of a new player is completed, the Player Agent shall contact the selected player and his manager informing them of his new team placement. If the selected player declines to move up to a higher division, the Player Agent shall notify the Board.
16. Any infractions of the above rules shall be brought to the attention of the Board for appropriate action.
17. All player transactions must be reported at the next Board Meeting.
18. The Player Agent may not terminate a player from a team unless the Board of Directors delegates that authority. A player's playing ability shall not be a valid reason for termination.

### **III. PLAYING RULES**

#### **A. *General Playing Rules***

1. No agreement shall be made between managers, coaches or umpires contrary to Crescent Little League, Interleague Committee, and/or Little League rules. The rules defined in bylaws shall be superseded by rules defined by Interleague agreements / committee.
2. The managers of both teams shall meet and determine the fitness of the playing field no later than 60 minutes before the scheduled time of game. If both managers determine the field is unplayable, approval to cancel and reschedule the game must be obtained from either the Vice-President or Umpire in Chief before either team leaves the field of play. If neither the Vice President nor the Umpire-in-Chief is available, then any Board Member not involved as a participant or otherwise officially involved with the scheduled game may act in their behalf. Both managers shall prove to the Board Member present that they can field a team.
3. All games must start on schedule or within 30 minutes after completion of the previous game.
4. If a game is following, all teams must leave the field of play immediately upon completion of their game.
5. Maximum pre-game field warm-up shall be 10 minutes per team. The visitors may take 10 minutes, 30 minutes before the scheduled start of the game and the home team may take 10 minutes, 20 minutes before the scheduled start of the game.

6. Prior to pre-game warm-up, no team shall have infield or batting practice on any field having a game scheduled for play thereon later on the same day. No Regular Division team shall play or practice on any T- Ball field.
7. Only eligible players may catch for a pitcher or catch for a coach during pre game warm up or at practice. The player must have a mask with throat guard, cup and catcher's glove.
8. No managers, coaches or players may talk to any spectator outside of the field of play.
9. Two adult coaches may coach the bases from the respective coach's boxes. A board-approved coach or volunteer, 18 YEARS OR OLDER, must be in the dugout at all times.
10. No hitting baseballs into any fence at any time.
11. Only persons 16 years of age with a valid California Drivers License are permitted to operate the Leagues golf cart and any other motorized equipment.
12. Managers of said teams shall declare before each game any player who will not be playing and why. A record shall be entered in the official scorebook. Each Division Representative shall audit the scorebooks or Player Participation Affidavits sufficiently to determine compliance with these rules. During the last 2 weeks of each half, auditing will be completed sufficiently early to insure compliance.
13. Noncompliance with the minimum innings requirement rule will require the player to start and play continuously at the next game(s) until the required innings are fulfilled, for prior and current games. If a player does not get his mandatory playing time due to disciplinary action, the manager must submit a written explanation to the Player Agent within 48 hours. The Official Scorebook takes precedent over any other documentation
14. Unsafe throwing of the bat may result in the batter being removed from the game for safety purposes. This is NOT an out.
15. Any infractions of the above rules shall be brought to the attention of the Board for appropriate action.

**B. Major Rules**

1. Little League Major Rules apply to all Major games and regulate the conduct of all Managers, Coaches and Players.
2. Division Ages - League age 9, 10, 11, and 12 year olds per Little League Official Regulations greenbook.
3. Every player present, able and in good standing shall enter the game prior to the first pitch of the 4<sup>th</sup> inning. Each player shall play a minimum of 6 defensive outs, and one time at bat.
4. Regulation VI - Option 1 in the Little League Rule Book, will be used for pitching regulations.

**C. Minor A Rules**

1. Little League minor rules apply to all Minor A games and regulate the conduct of all Managers, Coaches and Players.
2. Division Ages - League age 8, 9, 10, and 11 year olds. 12 year olds may play with Player Agent and District Approval only.
3. Every player present, able and in good standing shall enter the game prior to the first pitch of the 4<sup>th</sup> inning. Each player shall play a minimum of 6 defensive outs or two complete innings, and one time at bat. . Free substitution will be allowed once all of the players minimum play requirement has been met.
4. A continuous batting order will be used in the Minor A Division.
5. If a player is injured, becomes ill or must leave the game site after the start of the game, the team will skip over him/her when his/her time at bat comes up without penalty. If the injured, ill or absent player returns, they are merely inserted into their original spot in the batting order and the game continues.
6. Maximum Run Rule -The Maximum Run Rule is 5 runs per 1/2 inning.
7. The Maximum Run rule will be suspended in the 6th inning or the last inning of play as determined by umpire during regular season play, and any extra inning of play.
8. Any new inning starting in the 4<sup>th</sup> inning or later, the umpire may call last /open inning per Official Little League Regulations greenbook.
9. Drop 3<sup>rd</sup> Strike rule will be in effect.
10. Regulation VI - Option 1 in the Little League Rule Book, will be used for pitching regulations

**D. Minor B Rules**

1. Little League minor rules apply to all Minor B games and regulate the conduct of all Managers, Coaches and Players.
2. Division Ages - League age 7, 8, and 9 years old. 10 year olds may play with Player Agent approval only.

3. Every player present, able and in good standing shall enter the game prior to the first pitch of the 4<sup>th</sup> inning. Each player shall play a minimum of 6 defensive outs or two complete innings, and one time at bat. Free substitution will be allowed once all of the players minimum play requirement has been met.
4. A continuous batting order will be used in the Minor B Division.
5. If a player is injured, becomes ill or must leave the game site after the start of the game, the team will skip over him/her when his/her time at bat comes up without penalty. If the injured, ill or absent player returns, they are merely inserted into their original spot in the batting order and the game continues.
6. Maximum Run Rule -The Maximum Run Rule is 5 runs per 1/2 inning.
7. The Maximum Run rule will be suspended in the 6th inning or the last inning of play as determined by umpire during regular season play, and any extra inning of play.
8. Any new inning starting in the 4<sup>th</sup> inning or later, the umpire may call last / open inning per Official Little League Regulations greenbook.
9. Regulation VI - Option 1 in the Little League Rule Book, will be used for pitching regulations.

**E. *Minor C Rules***

1. Little League minor rules apply to all Minor C games and regulate the conduct of all Managers, Coaches and Players. No official score is to be kept.
2. Division Ages - League age returning 5 (with 1 year of T-Ball play) & 6 year olds (as appropriate), 7, and 8 year olds (as appropriate).
3. Two adult coaches may coach the bases from the respective coach's boxes, a coach will operate the pitching machine and a board-approved coach or volunteer, 18 YEARS OR OLDER, must be in the dugout at all times.
4. All players present must play half the game defensively. Free substitution will be allowed once all of the player's minimum play requirement has been met.
5. Nine players only in the field for defensive purposes.
6. No player shall play the same defensive position more than 2 innings for that game.
7. A continuous batting order will be used in the Minor - C Division.
8. If a player is injured, becomes ill or must leave the game site after the start of the game, the team will skip over him/her when his/her time at bat comes up without penalty. If the injured,

ill or absent player returns, they are merely inserted into their original spot in the batting order and the game continues.

9. Batting through entire lineup or three outs will constitute an offensive inning.
10. Five pitches per batter will constitute an at bat. The batter will be able to strike out but will not be allowed to walk. Three swinging strikes will constitute an out regardless of the number of pitches taken. A foul ball on the final pitch will allow the batter to receive another pitch. A batter cannot strike out on a final pitch, which results in a foul ball.
11. The batter must take a full swing at the ball. No bunting is allowed. Any ball hit into fair territory is a live ball.
12. The base runner must remain in contact with the base until the ball has been hit. No stealing is allowed.
13. The play is terminated when any fielder has secure possession of the ball and is touching home plate or the pitcher's mound area. At that point, no base runner will be permitted to advance to another base.
14. Player-Pitcher must have at least one foot within the pitcher's mound area (dirt circle) until the ball has been pitched.
15. The catcher is preferred to be in a catching position behind home plate to receive the pitched ball.

#### **F. T-BALL RULES**

1. Little League minor rules apply to all T-Ball games and regulate the conduct of all Managers, Coaches and Players. No official score is to be kept.
2. Division Ages - League age 4,5, 6 (as appropriate).
3. Offensively a coach may assist the batter at the batting T, two adult coaches may coach the bases from their respective coach's boxes and a board-approved coach or volunteer must be in the dugout / bench area at all times. Defensively two coaches may coach from the field and a board-approved coach or volunteer must be in the dugout / bench area at all times.
4. All players present must play half the game defensively. Free substitution is allowed.
5. Nine or Ten players maximum in the field for defensive purposes. A fourth outfielder may be used as the tenth player.
6. No player shall play the same defensive position more than 2 innings for that game.
7. A continuous batting order will be used in the T-Ball Division.

8. If a player is injured, becomes ill or must leave the game site after the start of the game, the team will skip over him/her when his/her time at bat comes up without penalty. If the injured, ill or absent player returns, they are merely inserted into their original spot in the batting order and the game continues.
9. Unsafe throwing of the bat may result in the batter being removed from the game for safety purposes. This is NOT an out.
10. Batting through entire lineup will constitute an offensive inning, regardless of the number of outs.
11. The play is terminated when any fielder has secure possession of the ball and is touching home plate or the pitcher's mound. At that point, no base runner will be permitted to advance to another base.
12. A player may elect to have 3 balls pitched to him, (coach pitch), at his time at bat. If this player has not hit a fair ball, after 3 pitches, the batter will hit off a T.
13. When a T is used, five swings per batter will constitute an at bat. If the batter has not hit a fair ball after five swings, the batter is out.
14. When a player is put out on the bases, he/she is to return to the dugout.

**G. *Time Limits, Make Up and Continuation Games***

1. No game time limit shall apply to Major Division games.
2. In the Minor A & B Divisions, no new inning shall start after 2 hours. The new inning is considered started at the moment the final out from the previous inning is made.
3. If the game has not met the requirements of a regulation game, the game is tied, and there is no game following, the game will continue until there is a winner, until the requirements of a regulation game are met, or conditions stop the game.
4. In the Minor - C & T-Ball Divisions, no new inning shall start after 1½ hours. The new inning is considered started at the moment the final out from the previous inning is made.
5. Any continuation game, in the Major Division, that is suspended due to weather, darkness, unsafe field conditions, curfew, or tie and that has not met the conditions of a regulation game shall be resumed at the next scheduled meeting of these two teams. This game will play a full 6 innings (or 5 ½ innings if the home team is ahead).
6. In the Minor Division, once the continuation game has met the requirements of a regulation game of 4 completed innings it shall be considered a completed game and should not continue past 4 innings unless the score is tied. All continuation games shall be completed before the end of each half of the season. If the two teams do not meet until the next half, the game shall be scheduled for the next available playing date to be determined by the Interleague committee and approved by the Umpire in Chief.

7. All Major, Minor A & Minor B make-up games must be played. All make-up games shall be rescheduled in their originally set order. Any game having to be rescheduled due to weather, darkness, unsafe field conditions, or curfew shall be played on the next available day as determined by the Interleague Committee and approved by the Umpire in Chief.
8. No games shall be rescheduled after the Board of Directors has approved the league game schedule, except when approved by the Board of Directors and the change is in the best interest of the league.
9. Games shall not be scheduled for the following holidays: Easter Sunday, Good Friday, Memorial Day and the Friday, Saturday and Sunday proceeding Memorial Day, unless approved by the Board.

**H. *Play-Off Games***

1. The Major, Minor A and B division's season will consist of two halves.
2. The winner of the 1<sup>st</sup> half shall be determined prior to the start of the 2<sup>nd</sup> half.
3. The winner of the 1<sup>st</sup> half and the winner of the 2<sup>nd</sup> half will play a "best of 3 games" play-off series to determine the League Champion. This series shall be held in the same calendar week.
4. In the event of a tie or ties between two or more teams in either half of any division, the winner of the half will be the team with the best head to head record. If there is no head to head winner there will be a one game play-off. The game will be scheduled into the regular season schedule.
5. In the event the same team wins both halves, that team will become the League Champion. The team with the 2<sup>nd</sup> best overall season record will claim 2<sup>nd</sup> place and represent the league in the District Tournament of Champions (if applicable). If 2<sup>nd</sup> place cannot be determined because of a tie or ties between two or more teams, 2<sup>nd</sup> place will be the team with the best head to head record. If there is no head to head winner there will be a one game play-off.

Head to head records will be used to break all other ties followed by a coin flip if the head to head records are identical.

6. The Board of Directors will establish the date, time, field, and umpires for play-off games. In the event a manager or coach is on the Board and is a participant in the play-off game, he has no vote on the issue of reschedules.
7. Competitive Divisions will issue 1<sup>st</sup> and 2<sup>nd</sup> place trophies. All other teams will receive participation trophies.

#### **IV. GENERAL FIELD RULES**

##### **A. *Field Preparation***

1. Responsibility for field maintenance duty for each team will include managers, coaches, players and parents.
2. Both teams shall be responsible for removal of all debris from the field areas, dugouts and spectator area surrounding their field after each game.
3. Responsibility for field preparation prior to and after games will be as follows:
  - a) Home Team- Pre-game field prep
  - b) Visiting Team - Post-game field prep
  - c) Both Teams- General clean up
4. If the playing field conditions are questionable, such as after raining, the Managers of both teams shall arrive at the field, one hour, prior to the start of the game to assist in preparing the fields.

Note: Teams must assist in preparing the fields after rain. Managers/Coaches shall plan to arrive several hours prior to their scheduled game to check the fields and help prep the fields for play.

5. All field preparation must be completed 30 minutes before game time. Each team will be given additional maintenance assignments in line with overall field maintenance requirements. If a manager or coach can't finish preparation of the 30 minutes before game time, a team representative shall be designated to perform the above requirements.
6. Failure to comply with ANY field maintenance regulations will be brought to the attention of the Board of Directors for action.

##### **B. *Score Keeping***

1. The official score sheet will be kept by the home team, and signed by both managers and the Plate Umpire at the completion of the game. The scorebooks will be kept in a designated area in the snack bar.
2. The official line up shall list the manager (for the game), a maximum of 2 coaches, and eligible and ineligible players. This information shall be recorded in the official scorebook.
3. All affidavits shall be turned in to the scorekeeper with the line-up 15 minutes prior to the start of the game.

4. The official score sheet shall be checked weekly by each Division's Board Representative to determine if the above regulations are being observed. Any violation will be brought up at the next Board meeting.
5. If the official score sheet is not signed by each participating manager and the Plate Umpire, the score will not be official, however it will be considered a complete game. Any manager or Plate Umpire refusing to sign the score sheet for any reason will make an official report, in writing, to the League President within 24 hours after the scheduled game, otherwise the game shall be considered official.
6. The official scorer shall complete and sign the PITCHING affidavit for competitive levels of play IN BLACK INK.
7. Failure to submit any of these forms shall result in the Manager not participating in that game or any subsequent game until these affidavits are given to the scorekeeper. The team coach will assume the position of acting manager to get the game started and shall preside over that game until the manager returns with the proper affidavits. If a Coach is not available, a Board Member may assume the role of acting Manager.

**C. *Protested Games***

1. Only managers can file a game protest for a violation of a rule. Umpire judgment calls cannot be protested.
2. A protest Committee consisting of the President, Player Agent, Umpire in Chief, applicable Division Representative and Secretary, shall be assigned prior to the start of the season, unless a committee member is actively involved in the protest. The Vice President may attend the protest meetings and has the authority to participate in the protest decision if any of the above committee members are absent.
3. All protests must be in accordance with Little League rules.
4. All protests must be submitted IN WRITING, including the rule violated, by the protesting manager to the President or Vice President within 24 hours from the scheduled start of the game.
5. All protests shall be resolved and written reports presented to the Board, by the Protest Committee, within 7 days from the day the President or Vice President received the protest.
6. The decision of the Protest Committee shall be posted in the snack bar area, after both teams have been notified of the decision.

**D. *Field Conduct***

1. The use of alcohol, tobacco, e-cigarettes, any type of vaping apparatus or any illegal substance in any form is prohibited at Holder Fields and at any other Little League field or school facility at any time.

2. Artificial noisemakers are prohibited at the fields and or dugouts.
3. Managers and coaches must remain in the designated area while the game is in progress. Home team has 3<sup>rd</sup> base dugout, visitor team has the 1<sup>st</sup> base dugout.
4. Any manager or coach that appears at any Little League game or practice in an intoxicated condition will suffer an immediate suspension for a length of time to be determined by the Board of Directors.
5. Any display of fighting or unsportsmanlike conduct by any manager, coach, member, spectator, person, at any time, on or off the field, will be subject to an immediate suspension from any CRESCENT Little League field, complex or event for a period of time to be determined by a meeting of the President, Vice President, Player Agent, Division Representative and Secretary.
6. Managers and coaches are responsible for the actions of their players during the time those players are preparing for, participating or leaving their scheduled game or practice.
7. Conduct such as throwing equipment, hats, or any general display of unsportsmanlike conduct that constitutes a player being ejected from a game, will automatically result in suspension from his team's next scheduled league and/or playoff game. (This excludes scheduled practice games.) The suspended player must leave the field of play, and complex immediately upon ejection. The suspended player may not attend the next scheduled game (cannot be at the game or at the complex to watch the game) per Little League Official Regulations greenbook.
8. Managers and coaches, upon ejection must leave the field of play immediately and shall not attend his next scheduled game, nor be anywhere on the grounds at the location where the game is being played.
9. Spectator conduct shall be in accordance with good sportsmanship and respect toward game officials and participants. Spectators in violation of this rule will be requested to leave the park immediately. If the spectator will not leave the complex when asked, please inform a CRESCENT board member to handle the situation.
10. All Teams must wear League provided uniforms. The "League Uniform" consists of hats, jerseys, pants and belts . Any proposed alterations must be approved by the Board of Directors prior to implementation. Failure to comply will result in disciplinary action taken by the Board of Directors.

## **V. ALL-STAR SELECTION PROCEDURES**

### **A. *Manager and Coach Selection***

1. The 1<sup>st</sup> place Major manager shall have first selection choice of the All-star teams, followed by 2<sup>nd</sup> place.
2. In the event that one of the managers cannot assume his All-star manager duties, additional manager candidates will be sought and the manager assigned by the Board of Directors.

3. If there are more than 2 All-Star teams, the Manager of the remaining teams will be selected by the Board of Directors.
4. The manager shall select his All-Star coaches and present them to the Board of Directors for approval.
5. The Board of Directors must approve All-star managers and coaches prior to the counting of ballots. To be eligible for All-star consideration, the managers and coaches must have fulfilled his CRESCENT Managers Agreement, shown the ability and willingness to conform to Little League Tournament rules and protocol ensuring a positive image for CRESCENT, and have no other All-Star commitments as a manager or coach.
6. An individual that manages or coaches another youth baseball program is not eligible to be appointed to manage or coach a tournament team in the Little League program at the same age division as defined in Regulation I (a).
7. There will be no banding together of any players for practice, scrimmages or games, excluding officially notified TOC players and All Stars, until the draft of winter Ball teams. This also includes from the conclusion of Winter Ball until the draft for the spring season.

**B. All-star Voting**

1. Ballots shall be made and distributed by the Player Agent. The ballot should list the teams in order of finish or if unable to determine, by the best overall record. All eligible players shall be listed under their team in alphabetical order.
2. The voting shall take place at CRESCENT Little League and should be held during the team's last week of the season. The ballots shall be placed in a sealed container and remain sealed until opened by the All-star committees. The Player Agent shall hold the ballots until the completion of All-star Tournament play.
3. The All-star committees shall be comprised of the President, Player Agent, All-star Manager and two rostered All-star Coaches from each respective team. They shall be the only persons present during ballot counting. All tallies and details shall be kept secret and not discussed with anyone else.
4. The Major All-star committee shall assemble first and select their team, followed by the 11 year old All-star committee and the 9 & 10 year old All-star committee.
5. All eligible voters should cast votes. The criteria for selection should be the best possible players.
6. There shall be neither proxies nor absentee ballots for any All-star voting.
7. Notification of selection to an All-star team shall be done by the Manager. The team shall not be notified, assembled, or practiced prior to authorization by the District Administrator and the League President.

**C. Major All-star Team Selection (11 & 12 Year Old Players)**

1. The Major All-star team shall consist of a minimum of 12 and a maximum of 14 players. To be eligible, the Major All-star candidates must be a league age 11 or 12 and finished the season on a CRESCENT Little League Major roster.
2. All eligible 12 year old Major Division players shall be placed on the ballot. 11 year old Major Division players wishing to be considered for selection to the Major All-star team shall submit in writing, to the Player Agent, their request to be considered for selection to the team. They must submit their request to the Player Agent by May 1. The Player Agent will present all request letters to the CRESCENT Little League Board of Directors as they are received. Those eligible 11 year old Major Division players who submitted their request shall also be included on the ballot. Only an 11 year old player who submitted their request in writing to the Player Agent prior to May 1<sup>st</sup> in the current year can be selected to the Major All-star team. An 11 year old Major Division player selected to the Major All-star team shall not be considered for selection to the 11 year old All-star team. An 11 year old Major Division player selected to the Major All- star team shall not be considered for selection to the 11 year old All-star team.
3. The team will be comprised of the 8 players receiving the highest total votes and 4 to 6 additional eligible players selected by the All-star manager. In the event of a tie for 8<sup>th</sup> place, the All-star manager will choose from the players who are tied. The option to carry from 12 to 14 players is at the discretion of the All-star manager.
4. The Major Division managers, two rostered coaches and all Major Division players may vote for the Major All-star team. All votes have an equal value. Persons voting for the Major All-star team shall not vote for more than six players from any one team, nor cast more than 12 total votes. Ballots that violate these rules will not be counted.
5. In the event of a vacancy, the All-star manager may select any eligible player as a replacement. If a vacancy occurs, the All-star manager shall not select the replacement player from another All-star team.

**D. 11 Year Old All-star Team Selection (11 and 10 Year Old Players)**

1. The 11 Year Old All-star team shall consist of a minimum of 12 and a maximum of 14 players. To be eligible, the player must be a league age 11 and finished the season on a CRESCENT Little League Major or Minor-A roster.
2. All eligible 11 year old players shall be placed on the ballot. 10 year old players wishing to be considered for selection to the 11 Year Old All-star team shall submit in writing, to the Player Agent, their request to be considered for selection to the team. They must submit their request to the Player Agent by May 1. The Player Agent will present all request letters to the CRESCENT Little League Board of Directors as they are received. Those eligible 10 year old players who submitted their request shall also be included on the ballot. Only an 11 year old player who submitted their request

in writing to the Player Agent prior to May 1<sup>st</sup> in the current year can be selected to the 11 Year Old All-star team. A 10 year old player selected to the 11 Year Old All-star team shall not be considered for selection to the 10 year old All-star team.

3. The team will be comprised of the 8 players receiving the highest total votes and 4 to 6 additional eligible players selected by the All-star manager. In the event of a tie for 8<sup>th</sup> place, the All-star manager will choose from the players who are tied. The option to carry from 12 to 14 players is at the discretion of the All-star manager.
4. The Major Division managers, two rostered coaches and Minor-A Division managers may vote for the 11 Year Old All-star team. Votes will have a tiered value, as determined by the board.
5. Persons voting for the 11 Year Old All-star team shall not vote for more than six players from any one team, nor cast more than 12 total votes. Maximum vote rules may be adjusted by the board depending on number of teams in applicable divisions. Ballots that violate these rules will not be counted.
6. In the event of a vacancy, the All-star manager may select any eligible player as a replacement. If a vacancy occurs, the All-star manager shall not select the replacement player from another All-star team.

**E. 9-10 Year Old All-star Team Selection**

1. The 9-10 Year Old All-star team shall consist of a minimum of 12 and a maximum of 14 players. To be eligible, the player must be a league age 9 or 10 and finished the season on a CRESCENT Little League Major or Minor-A roster.
2. The team will be comprised of the 8 players receiving the highest total votes and 3 to 5 additional eligible players selected by the All-star manager. In the event of a tie for 9<sup>th</sup> place, the All-star manager will choose from the players who are tied. The option to carry from 12 to 14 players is at the discretion of the All-star manager.
3. The Major Division managers, two rostered coaches and Minor-A Division managers may vote for the 9-10 Year Old All-star team. Votes will have a tiered value, as determined by the board.
4. Persons voting for the 9-10 Year Old All-star team shall not vote for more than six players from any one team, nor cast more than 12 total votes. Maximum vote rules may be adjusted by the board depending on number of teams in applicable divisions. Ballots that violate these rules will not be counted.
5. In the event of a vacancy, the All-star manager may select any eligible player as a replacement. If a vacancy occurs, the All-star manager shall not select the replacement player from another All-star team.

**VI. DISTRICT OR CITY TOURNAMENT**

A. Little League and District rules will prevail in District City Tournaments. CRESCENTS' playing rules will not be in effect.

**VII. AMENDMENTS**

A. This document may be amended, repealed or altered in whole or in part by a majority vote at any duly organized meeting of the Board of Directors provided notice of the proposed change is included in the notice of such meeting.