



CLOVERDALE LITTLE LEAGUE

2024 LOCAL RULES

Table of Contents

Section	Subject
1	Method for Selecting Tournament Team Players
2	Draft Method for Junior and Senior Division
3	Draft Method for Major Division
4	Draft Method for Minor Player Pitch Division
5	Moving a Player from Minor Division to Major Division
6	Major League Division Championship
7	Division Alignment
8	Regulation and Playing Rule IV, the Players Section A – Note:
9	Field Preparation and Clean-up
10	Rain-outs and Rescheduled Games
11	Ten Run Rule
12	Minor League Player Pitch
13	Minor League Coach Pitch
14	Tee Ball
15	Player Pool
16	Regular Season Manager Selection
17	All Star Manager Selection
18	Volunteers
19	Parent Code of Conduct
20	Player Disciplinary Policy

1. Method for Selecting Tournament Team Players

Selection requirements: All eligible players in each tournament age bracket (9/10 year old's, 11/12 year old's, Junior,) are eligible for selection. The number of teams and age divisions will be voted on by the CLL Board. Coaches to be selected by Board Members.

Method of selection: Managers and Coaches will create a list of eligible players. Players will then be assessed if needed to create a final roster of 13 players plus alternates. The function of the League President is only to manage the process of selection not to give input regarding player talent. The Player Agent will oversee and approve the final selection.

All Star Managers will contact the players to inform them that they have been chosen for tournament play.

2. Draft Method for Junior and Senior Division

Plan B – Method for Existing Leagues, in the current Little League Baseball Operating Manual, will be used as the draft method for the Junior Division.

3. Draft Method for Major Division

All major league managers along with the player agents will assemble the teams ensuring that the talent and abilities are evenly dispersed throughout the league. When all teams are set, each team will be given a letter of designation. That letter will designate that coach's team. If the coach assumes a team that doesn't include his child, his child and the next team in the order of the draft will swap players. All players will be redrafted each year. The serpentine method of draft will be used.

4. Draft Method for Minor Player Pitch Division

All players will be redrafted each year. All minor league managers along with the player agents will assemble the teams ensuring that the talent and abilities are evenly dispersed throughout the league. When all teams are set, each team will be given a letter of designation. That letter will designate that coach's team. If the coach assumes a team that doesn't include his child, his child and the next team in the order of the draft will swap players. The serpentine method of draft will be used.

5. Moving a Player from Minor Division to Major Division

It is the responsibility of the Player Agent, prior to the season starting to approach and encourage the chosen player to move up (see Regulation VIII), when a vacancy occurs in the Major

Division. If a Minor Division player declines to move up to the Major Division, that player shall be transferred to another team in the Minor Division. Any player that has declined to move up will not be eligible to move up for the remainder of the season (see Regulation III (d) 2). No player will be called up from the Minor Division to the Major Division in the last two weeks of the regular season.

6. Major League Division Championship

In the Major Division, the season will be split into two halves, with the first half champion playing the second half champion at the end of the season. The champion must be decided at least 7 days before the TOCs begin. If the same team wins both halves, it will be declared champion. The first and second half champions will be determined based on the overall win / loss record in that half. If two or more teams are tied for first place at the end of either half, the winner will be determined by a one game playoff on the first Monday following the end of the regular season or a date to be determined by the executive board.

7. Division Alignment

Age Range	Division
4-6*	Tee Ball
7-9	Minor Coach/Machine Pitch
8-11	Minor Player Pitch
9-12	Major
11-13	50/70
12-14	Junior (15 with written waiver from district, no pitching allowed)

*Players age 6 with 1 year T-Ball experience will be encouraged to play Minor League Coach Pitch

8. Regulation and Playing Rule IV, the Players Section A – Note:

If a player repeatedly misses practices or games, the manager must notify the league Board of Directors immediately. If injury or illness prevents a player from returning to regular play for 5 consecutive games, that player will be replaced before the 6th game. Upon a players' return from injury or illness, a medical release is necessary to return to active status with the team.

MANAGERS and COACHES, PLEASE ENFORCE!

9. Field Preparation and Clean-up

The home team manager or coach will line and prepare the field prior to the game. The visiting team is encouraged to help with field prep if able. The manager of each team is responsible for cleaning the dugout after each game, to ensure future field and facility use privileges with the school district and city parks.

10. Rain-outs and Rescheduled Games

All rain-out games will be played in the order in which they were canceled if possible. All rescheduled games must be coordinated through the Board of Directors Scheduler, who will provide notification to the Chief Umpire and Snack Bar Coordinator.

11. Ten Run Rule

Teams are to adhere to Little League rule 4.10(e).

12. Minor League Player Pitch

5 Run Rule: An offensive team is allowed to score only 5 runs per inning. After 5 runs have been scored the ½ inning ends when the catcher receives the ball, except in the case of a homerun or ground rule double.

Time Limit: Each game will play for 6 full innings or 2 hours. Innings that begin before the 2 hour time limit will play until completion.

Line-up: Teams shall bat through their entire roster.

Stealing & Advancement: Stealing is permitted all season, no stealing of home at this level.

- a) No advancement to home plate on passed balls and wild pitches.
- b) No runner may advance or over/miss throws from the catcher to the pitcher between pitches.
- c) No batter runner in continuous play may advance past first base on a base on balls (walk).
- d) Restrictions a-c end half way through the season.

Pitching: Each team is to appoint a 'pitch counter'. This can be the designated scorekeeper or other individual for a team. This person is responsible for counting the number of pitches thrown by each pitcher in a game. When the maximum number of pitches is reached, the pitch counter

notifies the umpire-in-chief, who then notifies the manager that the player must be removed in accordance with Regulation VI(c). Once a pitcher has been removed, he/she can remain in the game in another position. However, a pitcher cannot play as catcher if he/she has delivered 41 or more pitches in a game. It is the responsibility of the manager to ensure that the pitcher is given the required number of days of rest as per Regulation VI, Option 1.

Mandatory Play: According to Regulation IV(i), every player on a team roster will participate in each game for a minimum of six (6) defensive outs and shall bat through entire roster during the game.

Standings: Standings are not kept at this level.

13. Minor League Coach/Machine Pitch

Time Limit: Games have a 1½ hour time limit regardless if 6 innings were reached.

Pitching: Each player will be given 3 pitches from the Coach. If they are unable to get a playable hit they will then be given (up to) 5 balls using the pitching machine. The coach/approved volunteer pitcher will be from the hitting team. Only overhand pitching is allowed. Pitching is allowed from the bottom of the pitcher's mound or from the regulation rubber. The pitcher may pitch from a kneeling position during the first half of the season if necessary. The pitcher position child player may position him /herself on either side of the pitching mound, but not as to interfere with the coach pitching. The machine will be set up directly behind where the Coaches pitch from.

Batting: Each team will continuously bat through their entire roster. Coach will not interfere with hit balls, only for the safety of a player. In the event of a safety stop of a ball, the ball will be repitched and runners will retreat to previous bases.

Batter is out: Throwing the bat is not allowed, one warning per child before being called out. If a fair or foul ball is caught in the air. If the batter bunts- no bunting. There is no infield fly rule. Each child is allowed five pitches before being called out, or called out by putting the ball in play being put out by another team.

Stealing: Stealing is not allowed in this division.

Play: 5 runs (5 run rule) or 3 outs to complete ½ inning. Only 2 defensive coaches are allowed on the field at any time. No sliding is allowed. Runners must not interfere with fielding. Runners may not be hit by the ball in play(out).

Dead ball: A ball thrown that leaves the field of play or is deemed “out of play”.

Home Runs: When playing a field without a fence any ball considered a fair ball will also be considered live until play is called dead by an umpire.

Standings: Standings are not kept at this level.

14. Tee Ball

Time Limit: No new inning after 45 min. Can be decided upon by mutual agreement between both managers if a shorter game is needed for that day.

Play: Only three approved adults may be on the field during play and one must stay with the players. Batters will hit off a Tee. The last 6 games of the season the coaches will pitch to the players from a kneeling position, overhand only. The players will be given 5 pitches from the coach. If no playable hit is made the player will switch to a tee and be given 3 chances at a playable hit.

Offense: One adult assists the batter, one helps at the bases, and the third stays with the players.

Defense: One adult stationed in the infield, one adult in the outfield, and the third stays with the players on the bench.

No catcher position at this level.

Runners: After hitting the ball, the runner must stop when the ball is returned to the infield. Runners may advance only one base on an overthrow.

Standings: Standings are not kept at this level.

Field Layout:

1. Distance between the bases shall be 50 feet.
2. The batting tee shall be placed behind home plate, close enough to home plate as to not hinder runners coming in to score.

15. Player Pool

At the beginning of the season a coach will ask if he or she would like to participate in the league's player pool program. The player agent will create a list of eligible players and use the pool to assign players to teams, on a rotating basis, who will be short players for specific league

games. At NO time will a manager/coach select specific players from the pool. Managers must request a pool player at least 48 hours prior to the game. Any manager circumventing the Player Agent in an attempt to acquire a specific player from the pool, will be subject to disciplinary action by the board.

16. Regular Season Team Manager Selection

Team Managers will be selected and approved by Board vote. Those wishing to be selected as Team Manager may submit a letter of intent to the Board for consideration.

17. All Star Manager Selection

The All Star Managers will be selected from among the eligible Minor or Major League Managers and will be voted on by the Board of Directors.

18. Volunteers

As a condition of service to the League, Managers, Coaches, Board of Directors and any other persons, volunteers, or hired workers, who provide regular service to the League and/or have repetitive access to, or contact with players or teams and must complete and submit an official “Little League Volunteer Application” to the President of the League. Annual background screenings must be completed prior to the applicant assuming his/her duties for the current season. Screening must be completed before any applicant can assume volunteer duties or have contact with players. Refusal to annually submit a fully complete “Little League Volunteer Application” will result in immediate dismissal of the person(s) from the League.

Volunteerism: Little League is a volunteer run organization. Each family wishing to participate in this League shall be expected to embrace this concept. A parent or guardian for each child shall work at least one (1) shift in the concession stand during the season.

1. A parent or guardian, who is not able to fulfill the volunteer obligation to work at least (1) shift in the concession stand during the regular Little League season, must find a replacement to work the assigned shift.
2. All persons working in the concession stand must be at least 14 years of age.

3. During concession stand operation hours, the only individuals, aside from the CLL Board Members and Little League District Officials, to be in the concession stand are those scheduled to volunteer.

19. Parent Code of Conduct

By Little League Rule parents and other spectators are not allowed to interact with players within the dugouts or on the playing field during games. Team managers and board members are responsible for asking parents to refrain from doing so. Signs shall be posted as reminders. If during the course of the game spectator(s) behavior dishonor the game or any participant within the game and the managers or board members are unable to address the problem, the umpires have the authority and obligation to place all players and coaching staffs in the dugouts until the offending spectator(s) are removed from the area and/or case such unacceptable behavior. Managers play a key role in setting expectations at the beginning of the season team meetings and obtaining signed parent code of conduct contracts back from each parent. This should be done before the second week of practices and before any games are played.

20. Player Disciplinary Policy

Children participating in Cloverdale Little League are expected to conduct themselves in a manner reflective of good sportsmanship. Players engaging in behaviors that are disrespectful, disruptive, or interfere with the safety of others will be disciplined according to the guidelines set forth by our league.

First Incident

- The Team Manager conducts a conference with the player, parent and player agent that includes identification of the problem behavior and discussion of acceptable behavior.
- The Team Manager will follow up the conference with an email to the player agent describing the incident, the date, the parties involved and the action taken.

Second Incident

- Team Manager conducts a conference with the player and may decide to remove the player from the practice or game. The decision to remove the player from the practice or game is at the discretion of the team manager. The Team Manager may ask the parents to remove the player from the ballpark.
- Team Manager contacts the parents & player agent to schedule a time to discuss the recurring inappropriate behavior and to explore strategies for assisting the child in changing behavior.

- The Team Manager will follow up the discussion with an email to the player agent describing the incident, the date, the parties involved and the action taken.

Third Incident

- Team Manager removes the player from the practice or game and parents are directed to remove the player from the ballpark. Player to remain on the bench if parents are not present.
- The Team Manager will send the appropriate player agent an email with a description of the incident, the date, the parties involved, and the action taken.
- Team Manager refers the situation to the discipline board (President or Vice-President, Coaching Coordinator, Safety Officer and the Player Agent). The discipline board will meet and recommend disciplinary action that may include benching the player for a game or series of games, or removal of the player from the league roster for the remainder of the season and/or exclusion from tournament play.