

Crystal Lake Continental Little League Local Rules for All Divisions 2010 Season

This document, in conjunction with the Crystal Lake Continental Little League Constitution and the Official Regulations and Playing Rules of Little League Baseball govern the operation of the Crystal Lake Continental Little League.

Included in this Document are:

1. Mission Statement
2. Local Rules: Exceptions and Clarifications to the Official Regulations and Playing Rules of Little League Baseball
3. Manager's Accountabilities

Mission Statement:

Crystal Lake Continental Little League is chartered under the rules and mission statement of Little League, Inc. Our league is dedicated to teaching children between the ages of 5 and 12 all aspects of the game of baseball, including citizenship, sportsmanship, teamwork and respect for the game. Fundamental baseball skills are consistently taught throughout the league and form the foundation upon which everything else is built. Our league is inclusive, welcoming all children within our boundaries interested in baseball. We try to provide a variety of programs to meet the wide range of needs of the children in our program. Our goal is to provide a constantly positive atmosphere that allows children to steadily improve. The level of competition is carefully managed to ensure that all children are appropriately challenged as they move through the league.

Rookie Division – 5/6 Year Olds

The objective of the Rookie Division is introductory. The league will introduce players to the various field positions, swinging a bat, hitting a pitched ball, throwing and catching a baseball, and running the bases. Soft DOT #1 (RIF) baseballs are used.

The league will use a batting tee for the first game and the first 2 innings of the second game.

After the second inning of the second game, it is coach pitch for the remainder of the season.

Coach Pitcher (kneeling) should be no closer than halfway between the pitcher's rubber and home plate, for a maximum of 4 pitches. During Coach Pitch - A batting tee will be used if the batter has not put ball in play after 4 pitches.

On a batted ball the pitcher cannot tag the batter; he must throw to first to get the batter out.

There will be no walks, no bunting and no base stealing. There will be no standings kept. There will be no season ending tournament.

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A Division – 7/8 Year Olds

The objective of the A Division is instructional. The league will offer a more in depth understanding of the fundamentals as well as introduce the players to some of the finer details of the game. Instructions in the basics of player pitching will also be included. Soft DOT #5 (RIF) baseballs are used.

The league will be Coach Pitched for the first 4 games of the season and “assisted” Player pitched for the remainder of the season.

There will be no walks, no bunting and no base stealing. There will be no standings kept.

There will be a season ending tournament.

AA Division – 9/10 Year Olds

The objective of the AA Division is to introduce the players to competitive Little League Baseball in a controlled atmosphere while continuing to improve their baseball skills.

The league will be Player Pitched.

Bunting, Bases on Balls and Limited Base Stealing will be allowed. There will be standings and a post-season tournament to determine which teams will represent our league in the City Series.

Major – 11/12 Year Olds

The objective of the Major Division is competitive Little League Baseball while continuing to improve player’s baseball skills.

The league will be Player Pitched.

Bunting and Base Stealing will be allowed. There will be standings and a post season tournament to determine which teams will represent our league in the City Series.

Determination of Little League Age

Age levels for all Divisions are determined by the age of the Player on April 30th of the playing year (Little League Age). Little League provides an updated age chart at the beginning of each year to assist in determining Little League age requirements.

No player can play in the league if they are not 5 years old by April 30th or are older than 12 by April 30th.

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Preamble:

1. Local Rules are Exceptions or Clarifications to the Official Regulations and Playing Rules of Little League Baseball as defined in the 2009 Rule Book

A. Major and AA Division follow “Little League Baseball” rules

B. A and Rookie Division follows “T-Ball Baseball” rules

2. Local Rules apply to all divisions (Major, AA, A, and Rookie Division) as written. Where rules differ between divisions they are spelled out specifically.

3. The Local Rules also highlight Little League Playing Rules that differ significantly from the “accepted” rules of Baseball (i.e. as you see on TV)

4. Please make sure you are familiar with these Local Rules as well as the Official Little League Rule Book as it applies to your Division.

Local Rules (Exceptions and Highlights)

Official Regulations for Little League Baseball

Official Regulation IV – The Players

1) [Exception to Official Regulation IV (a) - The Players] **Major / AA DIVISION**

Note 2: Consistent with the manager’s ability to conduct the affairs of his or her team, a manager may choose not to accept a player to the team for the current season, subject to the Board of Directors approval, based on the likelihood of that player to repeatedly miss practices and games. This rule should be used with discretion and only on extreme and obvious cases such as a player’s existing commitments to other programs with heavy scheduling conflict with the little league season.

2) [Exception to Official Regulation IV (i) - The Players] **Major / AA DIVISION: Mandatory Play Rules:** Every player shall play at least two (2) innings in the infield in every game. Exceptions to this rule are if the player does not want to play in the infield or the manager deems that player “unsafe” and at potential risk for injury. Managers wishing to exempt players from the Mandatory Play Rule must declare his exempt player(s) to the opposing manager before the first pitch of the game. If after four innings (three and one-half if the home team is winning), one team is ahead by ten (10) runs or more and the team ahead has not had every player play at least one (1) inning in the infield by the completion of the third inning (exception as outlined above), the manager of the team ahead will forfeit the game.

3) [Exception to Official Regulation IV (i) - The Players] **A DIVISION:** All players must play 3 complete innings and shall not be on the bench more than one inning in a row. No Player may remain at one position more than 2 innings and in the infield for more than 3 innings. (3 inning infield rule excludes the catcher during player pitch games) It is encouraged that all players rotate positions every 2 innings (i.e. infielders to outfield and outfielders to infield). It is also encouraged that players are exposed to play at all positions. It is the responsibility of the coaches to assure this rule transpires.

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4) [Exception to Official Regulation IV (i) - The Players] **ROOKIE DIVISION:** All players play in the field. Extra players (beyond the traditional 6 positions in the infield) play as additional outfielders. No player is allowed to remain at the same position more than once per game. It is encouraged that all players rotate positions every inning (i.e. infielders to outfielders and outfielders to infielders). It is also encouraged that players are exposed to play at all positions.

Regular Season Pitching Rules - Baseball

VI - PITCHERS

(a) Any player on a regular season team may pitch. (**NOTE:** There is no limit to the number of pitchers a team may use in a game.)

(b) A pitcher once removed from the mound cannot return as a pitcher.

(c) The manager must remove the pitcher when said pitcher reaches the limit for his/her age group as noted below, but the pitcher may remain in the game at another position:

League Age

11 -12 85 pitches per day

9-10 75 pitches per day

7-8 50 pitches per day

Exception: Exception: If a pitcher reaches the limit imposed in Regulation VI (c) for his/her league age while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs: 1. That batter reaches base; 2. That batter is put out;

3. The third out is made to complete the half-inning. **Note 1: A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day.**

(d) Pitchers league age 14 and under must adhere to the following rest requirements:

- If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed.
- If a player pitches 51 - 65 pitches in a day, three (3) calendar days of rest must be observed.
- If a player pitches 36 - 50 pitches in a day, two (2) calendar days of rest must be observed.
- If a player pitches 21 - 35 pitches in a day, one (1) calendar days of rest must be observed.
- If a player pitches 1-20 pitches in a day, no (0) calendar day of rest is required.

(e) Each league must designate the scorekeeper or another game official as the official pitch count recorder.

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(f) The pitch count recorder must provide the current pitch count for any pitcher when requested by either manager or any umpire. However, the manager is responsible for knowing when his/her pitcher must be removed.

(g) The official pitch count recorder should inform the umpire-in-chief when a pitcher has delivered his/her maximum limit of pitches for the game, as noted in Regulation VI (c). The umpire-in-chief will inform the pitcher's manager that the pitcher must be removed in accordance with Regulation VI (c). However, the failure by the pitch count recorder to notify the umpire-in-chief, and/or the failure of the umpire-in-chief to notify the manager, does not relieve the manager of his/her responsibility to remove a pitcher when that pitcher is no longer eligible.

(h) Violation of any section of this regulation can result in protest of the game in which it occurs. Protest shall be made in accordance with Playing Rule 4.19.

(j) A player who has attained the league age of twelve (12) is not eligible to pitch in the Minor League. (See Regulation V – Selection of Players)

(k) A player may not pitch in more than one game in a day. (Exception: In the Big League Division, a player may be used as a pitcher in up to two games in a day.)

NOTES :

1. The withdrawal of an ineligible pitcher after that pitcher is announced, or after a warm-up pitch is delivered, but before that player has pitched a ball to a batter, shall not be considered a violation. Little League officials are urged to take precautions to prevent protests. When a protest situation is imminent, the potential offender should be notified immediately.

2. Pitches delivered in games declared "Regulation Tie Games" or "Suspended Games" shall be charged against pitcher's eligibility.

3. In suspended games resumed on another day, the pitchers of record at the time the game was halted may continue to pitch to the extent of their eligibility for that day, provided said pitcher has observed the required days of rest.

Example 1: A league age 12 pitcher delivers 70 pitches in a game on Monday when the game is suspended. The game resumes on the following Thursday. The pitcher is not eligible to pitch in the resumption of the game because he/she has not observed the required days of rest.

Example 2: A league age 12 pitcher delivers 70 pitches in a game on Monday when the game is suspended. The game resumes on Saturday. The pitcher is eligible to pitch up to 85 more pitches in the resumption of the game because he/she has observed the required days of rest.

Example 3: A league age 12 pitcher delivers 70 pitches in a game on Monday when the game is suspended. The game resumes two weeks later. The pitcher is eligible to pitch up to 85 more pitches in the resumption of the game, provided he/she is eligible based on his/her pitching record during the previous four days.

Note: The use of this regulation negates the concept of the "calendar week" with regard to pitching eligibility.

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8.01 (d)

If the pitcher makes an illegal pitch with the bases unoccupied, it shall be called a ball unless the batter reaches first base on a hit, an error, a base on balls, a hit batter, or otherwise. A ball which slips out of the pitcher's hand and crosses the foul line shall be called a ball; otherwise it will be called "no pitch" without runners on base, and an illegal pitch with runners on base.

1) [Exception to Official Regulations VI - Pitchers] **PITCHING RULES FOR Major Division:**

a) These rules do not override the Green Book, but is to be used in conjunction with the current pitching rules. The intent of this rule is to make sure 11 year olds are also pitching in this division and not only 12 year olds.

i) The calendar week is Sunday through Saturday.

iii) For a specific age group, they should pitch no less than 1/3 of the innings played (ex – if a team plays 15 innings (45 outs), both 11 and 12 year olds need to pitch a minimum of 5 innings (15 outs)

iv) Violation of this rule shall result in a forfeit of the game in which the violation occurs

2) [Exception to Official Regulations VI - Pitchers] **PITCHING RULES FOR AA DIVISION:**

a) These rules do not override the Green Book, but is to be used in conjunction with the current pitching rules. The intent of this rule is to make sure 9 year olds are also pitching in this division and not only 10 year olds.

i) The calendar week is Sunday through Saturday.

ii) Pitchers may pitch a maximum of four (4) innings per game (based on eligibility), and a maximum of six (6) innings per week.

iii) Teams are required to have a minimum three (3) complete innings (9 outs) of nine year old pitching per week. If a 9 year old pitches and does not register an out, but the 5 run rule goes into effect that will count as 1 inning (3 outs).

iv) If a team plays one game in a week, a minimum of 9 year old pitching does not apply.

v) Violation of this rule shall result in a forfeit of the game in which the violation occurred

3) [Exception to Official Regulations VI - Pitchers] **PITCHING RULES FOR A DIVISION:**

a) These rules do not override the Green Book, but is to be used in conjunction with the current pitching rules. The intent of this rule is to make sure all 7 and 8 year olds get a chance to pitch

i) The calendar week is Sunday through Saturday.

ii) Pitchers may pitch a maximum of two (2) innings per game (based on eligibility), and a maximum of six (6) innings per week.

iii) The A Division Season will begin as Coach Pitched for the first 4 games, and then will continue as Player Pitched for the remainder of the season.

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WHEN COACH PITCHES

- i) Coach will pitch from 38' pitchers rubber. Pitches will be thrown overhand only!
- ii) The player fielding the pitcher position shall take position just to the rear of and on the left or right side of the coach pitcher.
- iii) The catcher shall field the position defensively as per standard rules.
- iv) Coach pitches 5 pitches (good or bad). The batter is out after failing to hit a fair ball after 5 pitches or three strikes before the fifth pitch. Missed swings are counted as strikes as are foul balls and foul tips. A fifth pitch foul ball or foul tip gives the batter another pitch to put the ball in play. The batter is out if the extra pitch is not put in play or fouled off (repeat this process for continuous fouls). The umpire will call pitches within the strike zone "called strikes" and the batter shall be called out after the third strike, whether it is by swinging, called, or combination thereof.
- v) A batted ball that hits the coach pitcher will be considered dead. The pitch does not count and no runners advance.
- vi) The batter will not be awarded first base if hit by a coach pitcher.

WHEN PLAYER PITCHES

- i) The defensive team pitcher will pitch as standard. (Pitchers Rubber 38 Feet)
- ii) Umpire will call balls and strikes as normal. Batter is out after failing to hit a fair ball before three strikes are obtained! No walks are issued! After four (4) called balls, an offensive team coach will take the mound for a coach pitch scenario! The coach pitches until balance of batters strikes are reached (called strikes are issued), the ball is hit fair, or three (3) pitches are delivered (good or bad).
- iii) A batter hit with a pitch thrown by a player pitcher will have the option to either be awarded first base or continue his/her at bat with the pitch being considered a called ball.

4) [Exception to Official Regulations VI - Pitchers] **PITCHING RULES FOR ROOKIE**

DIVISION:

- a) The league will use a batting tee for the first game and the first 2 innings of the second game. After the second inning of the second game, it is coach pitch for the remainder of the season.

WHEN BATTING TEE IS USED

- i) Batting Tee shall be located 3' back and in line with home plate.
- ii) Batter may not swing until the pitcher has made a pitching motion to home plate.
- iii) The pitcher must remain in contact with the pitchers mound until the ball is hit. If pitcher does not, by discretion of the coach umpire, the batter will be issued another swing.
- iv) Batter is out after failing to hit a fair ball after 6 swings or three strikes before the sixth swing. Missed swings are counted as strikes as are foul balls and foul tips. A batter is not out on a foul ball or foul tip unless it is the sixth swing.

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v) A 10' arc will be inscribed in front of home plate from the first to third base foul lines for the purpose of declaring a batted ball fair or in play.

WHEN COACH PITCHES

- i) Coach will pitch from 38' pitchers rubber. Pitches will be thrown overhand only!
- ii) The player fielding the pitcher position shall take position just to the rear of and on the left or right side of the coach pitcher.
- iii) The catcher shall stand away from the plate until the pitch is delivered or the batter swings. The catcher shall then move in and field the position defensively.
- iv) Coach pitches 4 pitches (good or bad). If the player is unable to hit a fair ball after 4 pitches the ball will be placed on the TEE. The player will have 2 swings from the TEE to hit a fair ball before being called out.
- v) A batted ball that hits the coach pitcher will be considered dead. The pitch does not count and no runners advance.
- vi) The batter will not be awarded first base if hit by a coach pitcher.
- vii) No wooden bats.

Official Rule 1.00 – Objectives of the Game

- 1) [Exception to Official Playing Rule 1.01] **ALL DIVISIONS**: Every player is placed in the batting order whether they are playing in the field or not. Any player arriving after the start of a game will be placed at the bottom of the order.
- 2) [Exception to Official Playing Rule 1.04] **A and ROOKIE DIVISION**: A 10' arc will be inscribed in front of home plate from the first to the third base foul lines, for the purpose of declaring a batted ball fair or in play. The infield will be 50 foot square and the pitcher's mound will be 38 feet from Home Plate.
- 3) [Restatement of Official Playing Rule 1.10] **All DIVISIONS**: All bats must meet little league specifications and shall NOT be more than 33 inches in length nor more than two and one quarter (2 ¼) inches in diameter. Non-wood bats shall be printed with a BFP (bat performance factor) of 1.15 or less
- 4) [Exception to Official Playing Rule 1.12] **A and ROOKIE DIVISION**: The Catcher may use a Fielding Glove if they Choose
- 5) **[Rule Highlight - Official Playing Rules 1.13/1.14] ALL DIVISIONS**: All Players must wear regulation gloves per the Little League Rule Book
- 6) **[Rule Highlight - Official Playing Rules 1.17] ALL DIVISIONS**: The catcher must wear all protective gear (cup, face mask, throat protector, chest protector, and shin guards) as described in this rule during all games and practices.

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7) **[Rule Highlight - Official Playing Rules 1.17] ALL DIVISIONS:** All batters, runners and player coaches must wear protective headgear as provided by the League at all games and all practices. The on-deck hitter must also have a helmet prior to entering the field of play and should stay in the dugout until his or her turn to bat.

Official Rule 2.00 – Definition of Terms

1) [Exception to Official Playing Rule 2.00 Definition of Terms – BUNT] **Major / AA DIVISIONS: NO FAKE BUNT** then swings away. The batter may assume the bunt position and not bunt, but he may not assume the bunt position and then swing away after the pitch is thrown. If the batter swings away after assuming the bunt position, they will be called out. Therefore, any batter who assumes the bunt position will either bunt or take the pitch.

2) [Exception to Official Playing Rule 2.00 Definition of Terms – BUNT] **A and ROOKIE DIVISION:** No bunting or half swings are allowed. A ball that does not travel in fair territory past the 10' arc will be considered a foul-strike, the ball is dead and no runners may advance.

3) [Exception to Official Playing Rule 2.00 Definition of Terms – INFIELD FLY] **A and ROOKIE DIVISION:** No infield fly rule will apply

4) [Exception to Official Playing Rule 2.00 Definition of Terms – INNING] **AA / A DIVISION:** A half inning is complete when;

A - The batting team has made 3 outs

B – All players on the roster have batted once in that half inning, or

C - Scored 5 runs and the umpire has called time.

Item C above would not apply to the last half-inning of the game for either team, nor would it apply to any half-inning in an "extra inning." (A and B above apply to all halfinnings.)

5) [Exception to Official Playing Rule 2.00 Definition of Terms – INNING] **ROOKIE DIVISION:**

A half inning is complete when each player on a team has batted and the coach umpire has called time. Players shall bat in the order their name appears in the scorebook. Each team shall bat the same number of players, the number being set by the team with the most players in attendance. No outs are recorded for the purpose of changing sides, though a player declared out from an appropriate defensive put out must be removed from the base. When the last batter is up, an out any base will be considered the last play of the inning and no further base running will take place and no runs may be scored.

6) [Exception to Official Playing Rule 2.00 Definition of Terms – “TIME”] **A and ROOKIE DIVISION:** Umpire shall yell “TIME” and play will stop as soon as an infielder has control of the ball within 5' of the base paths and in the umpires judgment all play on the runner or runners has ceased, the runners may not advance unless they are halfway to the next base. Advancement is left to the umpire’s discretion! No runner may advance on an overthrow to the infield.

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Official Rule 3.00 – Game Preliminaries

- 1) [Exception to Official Playing Rule 3.03] **ALL DIVISIONS except Rookie division:** Unlimited Defensive Substitutions are allowed. Only Nine (9) Players are allowed to play defensively at any one time.
- 2) [Exception to Official Playing Rule 3.03] **A DIVISION:** A minimum of eight players is required to play the game. If sufficient players from one team are not available, players from the opposing team may be assigned to the short team for that game to bring its roster to a minimum of eight players.
3. [Exception to Official Playing Rule 3.03] **Major and AA Divisions:**
 - a. If the required minimum number of players are not available to a team prior to the game beginning, the team may “call up” up to 2 players from the league in which they play. The “call up” players must bat last, and are only allowed to play in the outfield. The manager is responsible for notifying Rick Rafford at rrafford@clcll.com and provide him with the name(s) of the “call up” players.
 - b. The player(s) manager must agree to the time and date of call-up, it cannot interfere with the player(s) team’s game schedule
 - c. The “call up” is for one game only
 - d. The player agent will monitor the “call ups” used by each team, and can limit or exclude players from being called up it’s ,determined the rule is being mis-used.

Official Rule 4.00 – Starting and Ending the Game

- 1) [Exception to Official Playing Rule 4.00] **Major, AA and A DIVISIONS: Multiple game days:** On multiple game days, there will be a time limit for each game that has a game that is scheduled to start immediately after. The time limit starts from the time of the first pitch. No inning may start after one hour and forty-five minutes has elapsed since the start of the game. Any inning, which has started (before the 1:45 rule), will be completed. When one hour and forty-five minutes is reached, the game will be over provided that it is “official” (3 ½ innings if the home team is ahead, and four innings if the visiting team is ahead). If the game is not “official at the end of the last inning that started before the 1:45 hour time limit it will be suspended and resumed at the point it was suspended at the next available open date. **FOR ANY SUBSEQUENT GAMES:** Any game which starts late due to a prior game exceeding the time limit will begin as soon as possible. Due to time constraints these games may not be able to complete six innings. Therefore the games affected will be considered official once 3 ½ innings is complete if the home team is ahead, or four innings if the visiting team is ahead (just as if the game was halted due to bad weather or darkness). If the time limit is reached and the subsequent game is not official the rule outlined above will be followed.
- 2) [Exception to Official Playing Rule 4.00] **ROOKIE DIVISION:** There will be a time limit of 1 ½ hours for each game or 4 innings, which ever comes first. No inning may start after one hour and fifteen minutes has elapsed since the start of the game. Any inning, which has started (before the 1:15 rule), will be completed.

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3) [Exception to Official Playing Rule 4.00] **ALL DIVISIONS:** Rainouts: the decision to play is between the two opposing managers and if in **Major DIVISION**, the adult umpire. There must be agreement to either play or postpone the game. Lightning or thunder means immediate suspension or postponement of a game for at least 20 minutes after the last sighting of lightning and game curfews still apply.

4) [Exception to Official Playing Rule 4.00] **ALL DIVISIONS WHEN PLAYING UNDER THE LIGHTS:** No inning shall start after 9:45 PM. In the event that four innings have been completed (or three and one-half if the home team is ahead), and the 10 PM curfew occurs, the game will be official (as per little league rules), and the team with the lead will be awarded the victory (see rule # 11).

5) [Exception to Official Playing Rule 4.00] **AA/A DIVISIONS WHEN NOT PLAYING UNDER THE LIGHTS:** Curfew is 8 PM. This means no inning may start after 7:45 PM. **EXCEPTION:** When school is out, conditions permit, and the game has been played less than 1:45 hour time limit, an inning may be started after 7:45PM. The primary consideration is daylight. If an inning is started after 7:45 PM but can not be completed the following rules apply: if the game was "official" (see rule # 11) before 7:45 PM and conditions permitted starting another inning which could not be completed, then the score reverts back to the last completed inning. If the game was not "official" before 7:45 PM and a new inning was started but cannot be completed, the game is suspended and resumed at the next available date at the exact point it was suspended.

6) [Exception to Official Playing Rule 4.05] **Major/AA DIVISIONS:** Two (2) Adult Coaches (ASEP Certified) will be allowed to coach the base paths and be on the field in addition to the Manager. Three (3) Adults per team total (ASEP Certified) are allowed "inside the fence" during the games.

7) [Exception to Official Playing Rule 4.05] **Major DIVISION:** In addition to the (3) adult coaches, a player may be designated as first base coach. The player must wear a helmet while coaching first base.

8) [Exception to Official Playing Rule 4.05] **A DIVISION and ROOKIE DIVISIONS:** Two (2) Adult Coaches (ASEP Certified) will be allowed to coach the base paths, One (1) Adult Coach (ASEP Certified) will be allowed to be located behind home plate and be on the field in addition to the Manager. Four (4) Adults per team total (ASEP Certified) are allowed "inside the fence" during the games.

If a coach from the defensive team is helping behind the plate, he must not communicate with the umpire from that position. Violation of the rule will result in removal from the position behind the plate.

9) [Exception to Official Playing Rule 4.10 (e)] **Major Divisions: SLAUGHTER RULE** If after four innings (three and one-half if the home team is winning), one team is ahead by ten (10) runs or more, the manager of the team with the least runs will concede the victory to the opponent.

10) Exception to Official Playing Rule 4.10 (e)] **AA DIVISION: SLAUGHTER RULE** If after four innings (three and one-half if the home team is winning), one team is ahead by ten (10) runs or more, the manager of the team with the least runs will concede the victory to the opponent.

a) If the slaughter rule is in effect, the winner will be declared and the remaining innings will be played, time permitting, with the intent of giving players the chance to play other positions.

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11) [Exception to Official Playing Rule 4.10 (e)] **A DIVISION: SLAUGHTER RULE** There is no Slaughter rule in the A Division.

12) [Exception to Official Playing Rule 4.19] **A and ROOKIE DIVISION:** No Protests are allowed in the A or Rookie Division.

Official Rule 6.00 – The Batter

1) **[Rule Highlight – Official Playing Rule 6.05(b)] ALL DIVISIONS:** The batter may not run to first base in the event of a dropped third strike.

Official Rule 7.00 – The Runner

1. **[Rule Highlight – Official Playing Rule 7.08 (a)] ALL DIVISIONS: Avoiding Contact:** per the little league rulebook... “The runner does not slide or attempt to get around a fielder who has the ball and is waiting to make the tag”. Failure to do so will result in the base runner being called out. This does not mean that sliding is mandatory. It means avoiding **purposeful contact** is mandatory. Incidental contact is not an out.

2. **[Rule Highlight – Official Playing Rule 7.13] Major/AA DIVISION BASE STEALING** is allowed per the Little League rulebook. Base runners may steal any base. Base runners may not leave a base until the ball **reaches the batter**.

3. [Exception to Official Playing Rule 7.13] **AA DIVISION:** The base runner may steal second and third, but may NOT steal home. A base runner at third may be picked off. In the event of an over throw, the runner at third may NOT advance.

4. [Exception to Official Playing Rule 7.13] In **A and ROOKIE DIVISION:** There shall be no stealing or lead-offs. Runners must remain in contact with the base until the ball is hit. Repeated warnings will result in the runner being called out. Umpires discretion!

5. **AA, - Infield control** – On a ball hit to the outfield, if an infielder (Positions 1 – 6) has control of the ball and is in the infield, no runner will be allowed to advance unless they are more than half way to the next base. The infield will be considered the outfield grass line (Line of grass between the bases and outfield) and in. If a play is made on said runner and the ball is overthrown, no runners will be allowed to advance. **The intent of this rule is to not make the games a track race. Runs should be scored by batters hitting the player in and not by multiple errors in the infield**

6. **A, Rookie Divisions:** Infield control – On a ball hit to the outfield, returns to the infield, no runner will be allowed to advance unless they are more than half way to the next base. The infield will be considered the outfield grass line (Line of grass between the bases and outfield) and in. If a play is made on said runner and the ball is overthrown, no runners will be allowed to advance. **The intent of this rule is to not make the games a track race. Runs should be scored by batters hitting the player in and not by multiple errors in the infield**

7. **AA Divisions** - If a player advances to first base by a walk, said player will not be allowed to steal to second base on the same play.

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8. **AA**, - Overthrows – if a ball is hit to the infield defensive player (1 – 6) and said defensive player overthrows the base, all runners will be allowed to advance one additional base, no matter how many additional overthrows are made by the defense. The starting position of the player will be determined by their location when the pitcher delivers the ball to the plate (A pitch).

a. An example would be if a player is on first and attempts to advance to second on a batted ball and the infielder either overthrows the ball to either first or second base, the farthest the player can advance (at their own risk) is one base (3rd base), no matter how many additional overthrows are made by the defensive players.

9. **A, Rookie Divisions** - Overthrows – if a ball is hit to the infield defensive player (1 – 6) and said defensive player overthrows the base, runners may not advance, no matter how many additional overthrows are made by the defense.

Official Rule 8.00 – The Pitcher

1) **[Rule Highlight – Official Playing Rule 8.00 - The Pitcher] Major DIVISION:** Per the Little League rulebook, there is **NO** limit to batters hit by one pitcher.

2) **[Rule Exception – Official Playing Rule 8.00 - The Pitcher] AA/A DIVISION: HIT BATSMAN** the pitcher **MUST BE REMOVED** if he / she hits two batters in one inning, or three batters in one game.

a) Note each coach must teach his players methods to avoid being hit by an inside pitch and how to properly turn their back in the event of being hit by a pitch to avoid serious injury.

For A Division only: If a player is hit, the coach will finish pitching to that batter. The coach may only pitch (3) three balls, or if the coach pitch is called a strike, the balance of the remaining strikes.

Other Local Rules

1) All managers must complete the pitcher's log after each game. Failure to complete the log will result in **one** and only **one** warning. Failure to complete the log after one warning could result in a forfeit of the game by the offending manager.

a) For **Major DIVISION** –

i) A "Pitcher's Record" will be kept by each manager and must be signed by the opposing Manager at the end of each game. The "Pitcher's Record" must be available to be presented at any time before or during a game at the opposing manager's request. If a fully completed, up to date, "Pitcher's Record" is not presented when requested the league VP should be contacted

ii) A "Pitchers Record" will also be kept in the Major Concession stand, which will be filled out by each team after their game and co signed by the opposing team.

b) For **AA DIVISION** –

i) A "Pitcher's Record" will be kept by each manager and must be signed by the opposing Manager at the end of each game. The "Pitcher's Record" must be available to be presented at any time before or during a game at the opposing manager's request. If a fully completed, up to date, "Pitcher's Record" is not presented when requested the league VP should be contacted.

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ii) A "Pitchers Record" will also be kept in the AA equipment cage, which will be filled out by each team after their game and co signed by the opposing team.

2) Rescheduling of postponed or suspended games: all games which are postponed or suspended will be played or resumed according to the predetermined makeup schedule. All appeals to this makeup schedule must be approved by the league VP. (the only exception to this rule is Mother's day).

The game time will depend on whether other games on the same day were suspended or postponed.

3) Forfeits: per the little league rulebook there are no forfeits. Inability to field a team will constitute a postponement and immediate rescheduling. No forfeit shall occur without Continental Little League Board approval.

4) Practicing on the Major Field must be approved by the Major VP

5) Use of lights: No manager, coach, or player of Continental little league at any level (**ALL DIVISIONS**) shall use the lights on the **Major DIVISION** field for purposes other than a scheduled night game without the prior consent of the Continental Little League Board or its designee. Violation of this rule could result in expulsion from Continental Little League.

6) Selection of Teams for City Series:

a) **Major DIVISION:** The first place finisher in the regular season and the first place finisher in the season ending tournament will represent the **Major DIVISION** at the City Series. (In the event that the same team is the first place finisher of the regular season and the winner of the season ending tournament then the second place finisher of the season ending tournament will become the second to represent the **Major DIVISION** at the City Series.)

b) **AA DIVISION:** The first place finisher in the regular season and the first place finisher in the season ending tournament will represent the **AA DIVISION** at the City Series. (In the event that the same team is the first place finisher of the regular season and the winner of the season ending tournament then the second place finisher of the tournament will become the second team to represent the **AA DIVISION** at the City Series.)

c) **Major and AA DIVISION;** teams going to city series, the team in first place for regular season is seeded #1, the other team is the #2 seed.

d) **A DIVISION:** There is no City Series for A Division.

7) Playoffs:

a) Regular Season pitching rules still apply and carry forward into the Playoffs (i.e. if the Playoffs start on Saturday, the number innings pitched during that week in Regular Season games still apply)

b) For Playoff Seeding purposes for the **Major/AA DIVISIONS**, the regular season standings will be used. Ties will be broken first by head to head records and then by cumulative head to head score.

c) The 1 hour 45 minute time limit from the first pitch to start a new inning still applies in the Playoffs, if the game is Official (over 3 1/2 innings with the Home team winning or 4 innings with the Away team winning).

d) In case of tie games or if the game is not Official, you will keep playing until the tie is broken or the game is Official but will not start an inning 1) more then for 15 minutes before the next scheduled

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game on that field, 2) if playing conditions (rain, lightning, darkness) won't permit, or 3) after the 9:45 pm curfew on the Major field. If any of those three things occur, the game will be suspended and finished the next day.

8) Trophies:

- a) **Rookies/A DIVISION** - Participation Trophies will be awarded to all Regular Season participants.
- b) **A DIVISION** – 1st and 2nd Place Trophies will be awarded for the Playoffs. The teams receiving the 1st and 2nd place playoff trophies will not receive the participation trophies.
- c) **Major / AA DIVISIONS** – 1st and 2nd Place Trophies will be awarded for both the Regular Season and the Playoffs. If two (or more) teams end up with the same record and tied for 1st in the Regular Season, all receive 1st place trophies and no 2nd place trophies will be awarded. If two (or more) teams end up with the same record and tied for 2nd in the Regular Season (with only one team being in 1st), all receive 2nd place trophies.

9) All Star Team Coach & Player Selection:

a) **11 & 12 year olds:**

i) **All Star Manager:** Any Manager or Coach who wishes to be considered for Manager of either the 11 or 12 year old Division All Star Team must present himself to the Board at the Friday, June 5, 2009 CLCLL Board Meeting.

ii) **All Star Players:**

(a) All Major Division managers can recommend any player to the 11 or 12 year old All Star Tryouts if that player can commit to being present for every practice and game during the month of July. Exceptions can be made at the All Star Manager's discretion. All recommendations must be submitted by Friday, June 5, 2009 to the Major Division VP.

(b) An appeal process is available for those parents who believe their child has been overlooked in the tryout nomination process. The parent must contact the league VP directly prior to the tryout date.

(c) All Star tryouts will be held after Monday, June 15, 2009. The CLCLL Board will run tryouts. Any player can be considered for the All Star Team; however, those players present for tryouts will have a decided advantage.

(d) The Managers of the Major Division and the All Star Manager will make the final All Star Selections and are required to be present at All-Star try-outs. All Managers are expected to have current statistics to support their player selections. The Managers of the Major Division will vote on the first X-2 (with X being 12 to 14 as determined by the Board) members of the All Star Team.

The All Star Manager will choose the remaining two players.

b) **9 & 10 year olds:**

i) **All Star Manager:** Any Manager or Coach who wishes to be considered for Manager of the 9 or 10 year old Division All Star Team must present himself to the Board at the Friday, June 5, 2009 CLCLL Board Meeting.

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ii) All Star Players:

(a) All AA Division managers can recommend any player to the 9 or 10 year old All Star Tryouts if that player can commit to being present for every practice and game during the month of July. Exceptions can be made at the All Star Manager's discretion. All recommendations must be submitted by Friday, June 5, 2009 to the AA Division VP.

(b) An appeal process is available for those parents who believe their child has been overlooked in the tryout nomination process. The parent must contact the league VP directly prior to the tryout date.

(c) All Star tryouts will be held after Monday, June 15, 2009. The CLCLL Board will run tryouts. Any player can be considered for the All Star Team; however, those players present for tryouts will have a decided advantage.

(d) The Managers of the AA Division and the All Star Manager will make the final All Star Selections and are required to be present at All Star try-outs. All Managers are expected to have current statistics to support their player selections. The Managers of the AA Division will vote on the first X – 2 (with X being 12 to 14 as determined by the Board) members of the All Star Team. The All Star Manager will choose the remaining two players.

Crystal Lake Continental Little League Draft Rules

Major and AA

The goal of these draft rules is to distribute players fairly and equitably to participating teams. Competitive balance for each season of play is the objective of the player selection process.

1. **Major**, and **AA** are tryout divisions.

A) Because **Major and AA** teams are reselected each season, **Major & AA** players try out and do not automatically return to their previous teams.. All players nine years of age and older try out.

B) Players will be evaluated by a group of tryout judges, and all tryout scores will be submitted to the tryout administrator. Judges will be all managers (or designated substitute) from the division of players in the tryout session. Players will receive scores for pitching, fielding, throwing, and batting. Major managers will submit their scores to the Player Agent, who will then compile an average for each participant. The average scores for each participant will then be distributed to the Major managers for their information at the draft. Managers for Major teams may select any player within the draft pool that is available during each round. Based on the tryout scores, the players will be **ranked** from highest to lowest. If there is a tie, the next tie breaker is age, if there still is a tie; the next tie breaker is Alphabetical by last name.

2. The draft order for teams is random. Prior to the start of the draft, the draft order is unknown. To quickly and efficiently generate the initial draft order for a division, a software program (ex. excel) will be used. Each team will have an equal probability of drawing the first pick.

3. Each **Major** team may roster a maximum of eight 12 year olds. Each **AA** team may roster a maximum of eight 10 year olds.

4. Each team may pick a player from anywhere on the draft list, with the exception of hat picks.

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5. Each team will normally pick one player in a round of draft. When conditions warrant (see Rule 7), a team will be allowed to choose more than one player in a round.
6. Each manager's child will be assigned a draft round prior to the draft based on rankings. The manager must use his draft choice for that round on his child. Additionally, one coach option will be allowed for each team. The coach's child will be assigned a draft round prior as well. Each coach's option must be approved by the division VP prior to draft day based on rankings. If a coach's child does not try out, they must be taken in the first round by said coach, unless it is agreed to by all of the other coaches that the child should be in a different round.
7. Brothers and sisters of current team members are considered family options of that team. When a new player is drafted, and he or she has brothers and sisters who remain in the player pool, the siblings are considered *new* family options of that team. The team selecting the player may opt to take the brother/sister, but will lose the next round's pick.
8. In the **Major** and **AA** drafts, the player agent may be allowed to suspend the last round(s) of normal draft in order to complete the draft with a blind draw. In this instance, the remaining players are added to the hat pool to be randomly chosen as the final picks. The justification for adopting this procedure, is to equalize the chances of the remaining teams to make hat pool selections. For example, in a **Major** draft that includes four teams, there is a hat pool of six players. Instead of allowing two teams to select one blind pick only, the player agent adds the two remaining tryout players to the hat. Now all four teams select two blind picks.

Manager's and Coach's Accountabilities All Divisions

Summary Statement

We are here to have fun and teach the kids how to play baseball. If we are not having fun, something is wrong! Little League is a time for our children to learn the game! Let them experience all the positions, help them have fun, demonstrate and encourage good sportsmanship.

As managers we will not tolerate abusive parents, players, or coaches. It is our responsibility to pull our own player or remove the parent / coach that becomes abusive. The umpires are going to make mistakes. Work with the opposing coach to support the umpire. It is our responsibility to see that the players and fans do not abuse the umpire. Show respect for the umpire's decision.

Handle disputes quietly and privately with the umpire and other manager during a time-out or between innings.

You will be responsible for making game day decisions with regard to whether a game should be cancelled based on field or weather conditions, error on the side of caution. Wet, slippery conditions are unsafe. Evidence of Lightning or Thunder within the last 20 minutes is ALWAYS a non-starter, or game stopper. Call the league VP (ex. Rookie VP, Rookie Field; A VP, A Field; AA VP, AA field; Major VP, Major field) accountable for the field to reschedule and he will set the earliest possible date.

You are part of the Management of the Crystal Lake Continental Little League. You are the front-line representative of our League and the person that players and parents will have the most contact with.

Crystal Lake Continental Little League Local Rules for All Divisions 2010 Season

The impressions you leave on the players and their parents will play a tremendous role in the overall impression they have of the league.

You are also the primary communication vehicle between the League and the parents and the players. You should understand and enforce the Rules of Little League, the Supplemental Rules, and League Policies. Parents should be encouraged to bring their comments and concerns to you. If you don't know the answer, then you should seek advice from your League VP.

Specific Accountabilities:

Training

- All Managers/Coaches need ACEP/ASEP Certification.
- Attend the CLL Safety, First Aid, and Coaches training course.

Rules

- Read your Little League Rule book
- Understand your league's Local Rules - Per the Crystal Lake Continental Little League Local Rules

Safety

- Collect and always carry your player's Medical Release Forms and keep them with you at all practices and games.
- League provided First Aid kits should be with you at all practices and games.
- The only people allowed on the playing field are registered players and Managers and Coaches who are ACEP/ASEP certified and have passed the background checks.
- During the game, players who are outside of the dugout, who are not in a fielding position, must wear helmets at all times.
- Know what you are going to do in the case of an Emergency

CRYSTAL LAKE EMERGENCY: 911

or

CRYSTAL LAKE FIRE DEPT. 459-2020 (Non Emergency)

- Managers/Coaches are responsible for seeing that injured players receive medical treatment including transportation to the hospital if necessary. If a player is seriously injured, do not attempt to move him/her. Call the paramedics immediately.
- Managers/Coaches must remain at a game or practice until all players have been provided transportation home.
- Presence of local lightening or thunder immediately stops the game or practice (regardless of inning during games) and the field must be cleared quickly. Games will be considered suspended and make up games will be per the league VP.

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Behavior

(Please Read Official Regulation XIV – Field Decorum in the Little League Rule Book)

- Managers/Coaches must insure that their Players do not:
 - Throw Equipment
 - Fight
 - Argue with Umpires
 - Engage in unsportsmanlike conduct of any kind
- Managers/Coaches must insure that they and their player's parents do not:
 - Belittle the players on either team
 - Use profanity
 - Openly question Umpire calls
 - Engage in unsportsmanlike conduct of any kind
- No Tobacco Products or Alcoholic Beverages are permitted on Central High School property at any time

Respect for the Umpires

- The manager or acting manager is the only one who can come onto the field to protest or question an umpire's call. Please reserve this for only the grossest mistakes that affect the outcome of the game and then work with the opposing team manager to resolve.

Respect for the Children

- Abusive actions or foul language demonstrated by any manager or coach while in the presence of any of his team members will subject him to review by the League Board and possible suspension.
- The manager and the coaches will be held responsible for the actions of his players and player's parents both at their games and practices.
- Distribute Coaches, Players, and Parents Code of Conduct forms

Respect for our Hosts - Crystal Lake Central High School

- Use of tobacco in any form or spitting is forbidden while on the playing field or in the dugout.
- Smoking is forbidden on Crystal Lake Central High School property.
- Driving or Parking on the unpaved portion of Crystal Lake Central High School property forbidden.
- Remember the high school activities take priority over ours. We are their guests.
- Batting cages may not be used when high school games are being played on the varsity ball field.

Crystal Lake Continental Little League Local Rules for All Divisions 2010 Season

Team

- Equipment and Uniform Pick-up, inventory and drop-off
- Inform team of Picture Night and collect forms and funds
- Distribute latest team rosters
- Distribute practice and game schedules.
- Write-ups for the newspaper
- Have your team attend the Parade & mid season celebration.

League

- Attend each CLL General Board Meeting. You are the Board's main conduit of information to the players and their families.
- Attend Field Days in spring.

Game Day Operations

- For any game played on the **MAJOR DIVISION** field it is required that the managers and coaches from both teams rake the field when their game is completed. If there is a game to follow it is required that after the field is raked, it should be watered if conditions are dry, and the batters boxes, and foul lines should be relined. If there is no game to follow, it is required that the manager and coaches from both teams "take down the field". This includes all of the above (except relining the field), and it includes putting the bases in the equipment room, replacing all bases with a plug, cleaning and locking both dugouts, and cleaning the field. The lights should be turned off, and the last person to leave the equipment room must arm the alarm system. All doors to the concession stand (bathroom, equipment room, and concession) must be locked before arming the alarm.
- For games played on the **AA DIVISION & A DIVISION** fields it is required that the managers and coaches from both teams rake the field when their game is completed. If there is a game to follow it is required that after the field is raked, it should be watered if conditions are dry, and the batters boxes, and foul lines should be relined. On single game days, managers, and coaches from both teams must "take down the field". Managers must make sure they or their designated parent clean the bathrooms. Be certain that the equipment cage is locked, the alarm is armed, and the equipment room door is locked, and bathrooms are locked before leaving. Police the field and the dugouts and make sure all garbage is removed. On Multiple game days, the above applies to the last game played.

For all other games the managers and coaches from both teams must police the field and remove all garbage before leaving the field.

- If it is the first game of the day, or if the Field has not been prepared by the Managers from the previous game, it is the Home team's responsibility to make sure that the Batter's Boxes and Foul Lines are clearly lined.
- Delegate Team parents to empty small garbage cans into dumpsters after each game.

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- Home team has a Team parent volunteer for garbage transfer (from small cans to dumpsters). Please have your parent check each bathroom after your games. Clean and restock with toilet paper and paper towels if necessary.
- Both teams clean litter from the field, dugout and stands after games.
- Set up and take down field and fill in Pitcher's logs per Manager's Responsibilities in the Crystal Lake Continental Little League Local Rules.