



2025 CCLL LOCAL RULES

Effective December 15th, 2025

Carson City Little League will abide by the Little League rules set forth in the 2025 Little League Baseball Official Regulations and Playing Rules & 2025 Operating Manual, except where amended by the following local rule variations.

AGE/DIVISION:

Four-Year-Old: Tee Ball

Five-Year-Old: Tee Ball

Six-Year-Old:

- Tee Ball if, first year playing
- Coach Pitch if, played at least one season of Tee Ball

Seven-Year-Old:

- Coach Pitch or A Division, if they have a year of coach pitch experience and with parent's permission. Parental permission must be declared at the time of registration.

Eight-year-olds and older must tryout.

Eight-Year-Old:

- Eight-year-olds not drafted into the AA Division will be placed into the A Division.
- Any eight-year-old who does not attend tryouts will not be eligible for elevation to the AA Division during the current season.

Nine-Year-Old:

- Nine-year olds not drafted into the AAA or AA Division will be assigned to the A Division.
- Any nine-year-old who does not attend tryouts will not be eligible for elevation to the AA or AAA Divisions during the current season.

Ten-Year-Old:

- Ten-year-olds must have permission from the CCLL President and Player Agent to tryout for Majors division. Requests to play in Majors Division must be submitted before tryouts begin.
- Ten-year-olds not drafted into the Majors Division will be drafted into the AA or AAA Division.
- Any ten-year-old who does not attend tryouts will not be eligible for elevation to the Major Division during the current season.

Eleven-Year-Old:

- Eleven-year-olds not drafted into the Majors Division will be drafted into the AAA Division.
- Any eleven-year-old who does not attend tryouts will not be eligible for elevation to the Majors Division during the current season.



Twelve-Year-Old:

- Twelve-year-old players will be drafted to a Majors Division team.

Thirteen-Year-Old:

- All thirteen-year-old players will be drafted to a Jr./Sr. Division team.

Fourteen-Year-Old:

- All fourteen-year-old players will be drafted to a Jr./Sr. Division team.

Fifteen-Year-Old:

- All fifteen-year-old players will be drafted to a Jr./Sr. Division team.

Sixteen-Year-Old:

- All sixteen-year-old players will be drafted to a Jr./Sr. Division team.

Players drafted into a division during a prior spring season must be drafted to that division, or higher, in the current season. Example: A player is drafted to AAA as a 9-year-old. As a 10-year-old, that player may be drafted to majors, upon Parental option, or must be drafted to AAA. Once a player is drafted to a division, that player may not be demoted to a lower division because of a subsequent draft.

Placement of a player into a draft eligible division during Fall Ball does not ensure placement in that division during a subsequent spring season.



MANAGERS RESPONSIBILITIES:

All Divisions

1. All volunteers must have completed background checks and required trainings with CCLL. This is required every year, background checks and training do not roll over from previous years.
2. No player is to throw any equipment (except the baseball) to the ground, across the field, or in the air. Violators will be subject to a warning or asked to be removed from the game at the umpire's discretion.
3. Do everything possible to ensure that all equipment and property is protected from damage and vandalism. This park and equipment belongs to all of us and it costs Carson City Little League a significant amount of money to maintain what we have.
4. All managers, coaches, and fans will demonstrate good sportsmanship and set a good example for the players at all times. The consumption of alcohol prior to Little League events, practices, etc. will not be tolerated. The use of foul or abusive language by anyone in the complex will not be tolerated. The use of tobacco and cannabis products must be confined to parking lots only, this includes vaping products. No tobacco or cannabis products in and around dugouts, field houses, snack bar, fields, etc. Violators are subject to disciplinary action by the board of directors.
5. Keep the areas around the snack bar, dugouts, and the complex in general clear of all bicycles, motor bikes, skateboards, scooters, etc. (NO bike, skateboard, scooters etc. riding in the complex.)
6. Managers are to ensure that ALL MALE catchers wear protective cups. It is strongly urged that all players wear protective cups. Umpires will make specific inquiry of all catchers as they take their positions throughout the games to ensure that they are protected. ~~All catchers must wear protective flap on chest protector.~~ All catchers' helmets must have a dangling throat protector.
7. Teams must clean up their dugout after each game. Have players clean up dugout prior to exiting. This will teach players to take pride in these fields that we all enjoy.
8. No physical or verbal intimidation of any individual is acceptable.
9. Individual, group or organized riding or cheering against the other team or another player is prohibited.
10. Managers are responsible for the conduct of their team and teams' spectators. Manager is subject to removal from the game if players or spectators violate any rules as outlined in this document or Little League rules.

Little League Divisions (Majors, AAA, AA, A, Coach Pitch, and Tee Ball)

11. Little League rules prohibit an on-deck batter in the Majors Division and lower. The rule states "THE ON-DECK POSITION IS NOT PERMITTED. Only the 1st batter of each inning will be allowed out of the dugout at the start of the inning." This means that NO PLAYER WILL BE SWINGING A BAT IN THE DUGOUT OR ANYWHERE EXCEPT WHEN AT THE PLATE. It will be the manager's responsibility to ensure that this rule is enforced.



GENERAL RULES:

All Divisions

1. VISITOR team occupies the first base dugout. HOME team occupies the third base side.
2. In consultation with your league vice president or coordinator, any incomplete or cancelled games may be rescheduled, played and completed prior to the last Sunday of the season. Failure to field a team for a rescheduled game may result in a forfeit.
3. Fighting will not be tolerated at any Little League function. Participants involved in any altercation at the ballpark or any other facility being utilized by the Little League program will be subject to league disciplinary action. If an incident occurs, the Officer of the Day or a league board member will submit a report to the CCLL Board of Directors, who will review the incident and pass on any disciplinary action. The CCLL Board of Directors may impose any disciplinary action they deem appropriate. Typical penalties are a one (1) or two (2) game suspension for the first offense, depending on the seriousness of the incident and permanent dismissal from the Little League program for a second offense.
4. No players shall leave the dugout without the permission of the umpire. Only designated (rostered) players, managers, and coaches will be allowed in the dugout during games.
5. Teams can have two adult base coaches or one adult base coach and one player base coach (player is required to wear a helmet). To utilize two adult base coaches, a team must have three adult coaches (manager + two coaches); one adult coach must remain in the dugout.
6. All teams will have a Continuous Batting Order (CBO). All rostered players present will be put in the Batting Order of each game. Every player on a team roster will participate in each game per Little League Regulation Rule IV(i) Mandatory Play ("a minimum of six (6) defensive outs"). For any player(s) who have not met mandatory play, those player(s) shall start the next scheduled game and play until requirements are met for the prior game and the current game before being removed. If a player gets hurt while at-bat, the next batter in the order takes his/her place and assumes the count and the game continues. If the player cannot continue in the game, his/her place in the CBO is skipped over.

AA Division and Up

7. League Standings will be kept for the AA Division and up only. All ties for league standings will be settled by the following order:
 - a. Head-to-head (best won-lost percentage in games between the clubs).
 - b. Best won-lost percentage in common games.
 - c. By a coin toss.
8. All teams will be pitching based on the 2025 Little League Baseball Rules and Regulations. This rule is Little League Regulation Rule VI.
Note: A pitcher who delivers **41** or more pitches in a game cannot play the position of catcher for the remainder of that day.
9. Managers will provide scorekeepers with a team line-up fifteen (15) minutes prior to the start of the game. Scorekeepers will remain in the field house during games.



10. Official pitch count recorder is to be the Home team scorekeeper. The home team score keeper will keep score on Game Changer, the visitor score keeper will keep score on the paper book. The official scorekeeper/pitch count recorder has the final and official record in the event of a discrepancy with team scorekeepers. Official pitch count forms must be filled out after each game and left in scorebooks.
11. Pitch count to be kept with the scorebooks. The league president will ensure pitch counts are updated and accurate by comparing pitch counts kept with the book as well as Game Changers reports produced at the end of the week. Pitch count violations will result in a warning from the League President. Subsequent violations may result in possible suspension of the manager. These violations will be reviewed by the CCLL Board.
12. Failure of the home or visiting team to provide a score keeper for a game may result in a forfeiture of the game by the team that is unable to provide a scorekeeper.
13. Run rules will be in accordance with Little League rule 4.10 (e).
14. Game balls will be provided by the chief umpire for each game.
15. Field decorum. Managers and assistant coaches must remain in the dugout while their team is on defense. Coaches are only allowed to exit the dugout if time is called and granted by the umpire.
16. Every player on a team roster will participate in each game per Little League Regulation Rule IV(i). (a minimum of 1 at bat and 6 defensive outs) For any player(s) who have not met mandatory play, those player(s) shall start the next scheduled game and play until requirements are met for the prior game and the current game before being removed.
17. Game durations will have the following limits for each division:
 - a. **AA Division:**

All games will have a two-hour time-limit and no new inning will start after 1 hour 45 minutes. If a game is called due to the time-limit during an incomplete inning, the game ends at the end of the last previously completed inning (see Time Limit Exceptions below). Tournament play will be no new inning after 1 hour 45 minutes.

 - i. In AA Division, a half-inning will come to an end when three (3) outs are made or four (4) runs are scored, whichever comes first. The fourth run must come from a ball put into play (such as a hit) or a hit-by-pitch, not stolen base on a passed ball. However, this run rule will not apply during the last declared inning.
 - ii. A game must meet minimum play of 1 hour and 45 minutes or 3 innings to be considered a complete game.
 - b. **AAA Division:**

All games will have a two-hour time limit and no new inning will start after 1 hour 45 minutes. If a game is called due to the time-limit during an incomplete inning, the game ends at the end of the last previously completed inning (see Time Limit Exceptions below). Tournament play will be no new inning after 1 hour 45 minutes.

 - i. In AAA Division, a half-inning will come to an end when three (3) outs are made or five (5) runs are scored, whichever comes first. The fifth run must come from a ball put into play (such as a hit), a walk, or a hit-by-pitch; not stolen base on a passed ball. However, this run rule will not apply during the last declared inning.



- ii. A game must meet minimum play of 1 hour and 45 minutes or 3 innings to be considered a complete game.
- c. **Majors Division:**
All games will have a two-hour time-limit and no new inning will start after 1 hour 45 minutes. If a game is called due to the time-limit during an incomplete inning, the game ends at the end of the last previously completed inning (see Time Limit Exceptions below). Tournament play will be no new inning after 1 hour 45 minutes. Under no circumstance can a new inning be started after 10:00 PM.
 - i. In Majors Division, a half-inning will come to an end when three (3) outs are made.
 - ii. A game must meet minimum play of 1 hour and 45 minutes or 3 innings to be considered a complete game.
- d. **Junior/Senior Division:**
No new inning will start after 2 hours 15 minutes. Under no circumstance can a new inning start after 10:30 PM.
 - i. In Junior/Senior Division, a half-inning will come to an end when three (3) outs are made.
 - ii. A game must meet minimum play of 1 hour and 45 minutes or 4 ½ innings to be considered a complete game.

It is the managers, coaches, and umpire's responsibility to ensure that the game starts on time. If your game starts late, you will lose playing time (your team must vacate the field at the end of your scheduled playing time). The umpire would waive the minimum play rule in the event of a formal suspension of play or a delay in starting the game on time that is out of the teams' control. Home plate umpire will determine official start and verify it with the home team scorekeeper.

Time Limit Exceptions (AA, AAA, and Majors Divisions):

(See Little League Rule 4.11 (d) Exception) If the game is called during an incomplete inning, the game ends at the end of the last previous completed inning in each of the following situations:

- (1) The visiting team scores one or more runs to tie the score in the incomplete inning, and the home team does not score in the incomplete inning.
- (2) The visiting team scores one or more runs to take the lead in the incomplete inning, and the home team does not tie the score or retake the lead in the incomplete inning.

18. Stealing bases is allowed.

a. AA Division:

Players may advance at their own risk upon a pitched ball reaching the plate. Delayed stealing in Minors is strictly prohibited (see rule 18(b) below for AAA Division).

- i. Runner may not advance on a passed ball being returned to the pitcher.
- ii. Any overthrow or errant throw by the catcher or missed catch by the fielder while trying to throw out a runner attempting to steal 2nd or 3rd base will be ruled a dead ball, and runners cannot advance any further.

The purpose of these rules for AA is to encourage the development of catchers and fielders to defend the stolen base attempt.

b. AAA Division:



Players may advance at their own risk upon a pitched ball reaching the plate. Delayed stealing in Minors is strictly prohibited.

- i. A delayed steal is any steal started in response to a player attempting to return the ball to the pitcher. If the defense records an out on any advancing player during a delayed steal, the out will stand. If the stealing player is safe, they must return to the last base obtained. Any other players advancing during the delayed steal must also return to the last base obtained before the steal.
 - ii. It is not a delayed steal for a base runner to advance in response to a wild pitch, passed ball, or throwing /fielding error made by the defense while returning the ball to the pitcher.
 - iii. The defensive manager may make an appeal claiming the steal by the offense was delayed. The calling of a delayed steal is at the judgment of the umpire and is not subject to further appeal or protest.
- c. **Majors Division:** Follow the rules for stealing bases provided in the Little League Rulebook.
- d. **Juniors/Seniors Division:** Follow the rules for stealing bases provided in the Little League Rulebook.

19. Pitching. Coaches are encouraged to work with as many players as possible on pitching. A season goal should be for every player that has an interest in pitching to get an opportunity to pitch in a game on multiple occasions.

a. **AA Division:**

AA Division is the first division in CCLL that allows players to pitch. The following rules are to be enforced to allow pitchers to develop while managing player safety and encouraging active game play.

- i. No Walks: Pitchers can strike batters out. Umpires will call balls and strikes. If a pitcher throws four (4) balls to a batter, then a coach for the batting team will come in and throw the remaining strikes to the batter. When pitching, the coach shall pitch from the base of the pitching mound and use an overhand motion with no arc; the coach may pitch from a standing or kneeling position (to emulate the height of a player). The pitcher will assume a defensive position behind or next to the pitching mound. Every pitch thrown by the coach, regardless of quality, is to be a called strike (even if the coach hits the batter). The at-bat may continue if the batter fouls off the last strike. The batter will be called out if they strike out. If the pitching coach is hit by a batted ball, the play will be ruled dead and the batter and runners awarded one base.
Example: A batter reaches a 4-1 count (4 balls, 1 strike) versus a player. A coach will come in and pitch to the batter until the batter strikes out (up to two more strikes in this example) or hits the ball into play.
- ii. Hit-by-pitch Limit: A pitcher will be removed from the pitching position if they hit 3 batters in an inning or 4 players in a game.
- iii. Runners shall not be awarded a stolen base while a coach is pitching. If a runner steals a base during a coach-delivered pitch, the runner is to return to their starting base.



A Division

1. ALL games will be limited to a one and one-half (1 ½) hour drop-dead time limit. This rule is to be enforced by the Managers and the Officer of the Day. It is the managers or coach's responsibility to ensure that the game starts at the allotted time. You will only have a one and one-half (1 ½) hour period to play on any given field. If your game starts late---you will lose playing time (your team must vacate the field at the end of your scheduled playing time). However, the game will not be called in the middle of an at-bat. The player will finish his time at bat prior to calling the game.
2. When a game is halted due to the time limit, the score reverts to the last completed inning unless the home team is ahead. Remember, it takes 4 innings to constitute a completed game (see national rules).
3. The A Division will have a four (4) run rule or three outs to retire the side, whichever comes first. (The four-run rule is in effect during the sixth inning. All innings will have a maximum of 4 runs scored during an inning – The league is instructional only and no records are kept. If the home team is leading in the middle of the sixth inning, the game has ended)
4. Game balls will be provided by the equipment manager to each team prior to the start of the season. It is the Home Team's responsibility to provide game balls at each game.
5. Before each game the HOME team will be required to set up the pitching machine. The VISITING team will be required to take down and store the pitching machine. BOTH TEAMS are responsible for the condition of the field (i.e. infield, pitching mound, picking up trash, etc.).
6. Managers and coaches are responsible for the umpiring of the games. There will be one umpire for each game from each team. The umpires will alternately operate the pitching machine when their team is at bat. Remember, the purpose of the farm league is to teach the basics of baseball, not to wildly run the bases and win. **ONCE THE PITCHING MACHINE IS SET, IT IS NOT TO BE ADJUSTED EXCEPT TO ASSURE THE STRIKES ARE BEING THROWN.**
7. While their team is in the field, the coach shall take a position behind the plate. Their responsibility will be to remain behind the plate to assist the catcher, retrieve balls to speed up the game, call fair or foul balls, and plays at the plate.
8. A Division teams may utilize up to three (3) coaches and a volunteer umpire to fully staff their games. When at bat, a team is required to supply one umpire (manager/coach), one or two base coaches, and one bench coach.
9. Managers and coaches may accompany their teams onto the field for instructional purposes. This is to help the players learn the basics of the game and prepare them for the minor league. A maximum of three (3) adults may instruct in the field.
10. Teams will field 10 defensive players, four (4) of which will be outfielders. The outfielders must be positioned in the outfield grass, at least 15' from edge of infield dirt, prior to the ball being put into play.
11. There will be NO walks in the farm league. However, if after a warning by the umpire, the batter refuses to swing, a strike may be called. A batter is called out and must return to the dugout after three swinging or called strikes. A maximum of six (6) pitches will be delivered per batter. If after six pitches the batter has not put the ball in play, the batter is called out and must return to the dugout.
12. There will be absolutely NO stealing and /or bunting in the farm leagues.
13. Runners may advance only ONE base on an overthrow. There is NO advancing because of an overthrow on the battery (the pitcher/catcher or catcher/pitcher). Station to station running is required for most hits.



Runners may only take two bases on a sharply hit ball in the gap to the outfield, or on a fly ball reaching the outfield. Players will not take two bases on a ball that would normally be considered a fielding error; i.e. a ball that rolls between a defensive players legs or dropped fly ball. At no time can a player take three bases. Failure to adhere to this rule will result in removal as coach and/or manager.

14. The pitching machine will be used the entire season in A Division.

PITCHING MACHINE RULES:

1. The umpire will begin play from a position behind the pitching machine.
2. The umpire will use the machine to pitch to the batter, showing the ball to the batter prior to placing it in the machine.
3. SAFETY is of the utmost importance. An umpire shall immediately call a time out if, in his judgment, a player needs assistance, regardless if play is stopped or not.
4. If a thrown ball strikes the machine or comes to rest in the VICINITY of the machine, the umpire shall stop play by declaring a dead ball. Runners are not entitled to extra bases, only the base they were heading towards when the ball was declared dead.
5. There are no "magic circles" into which entry of the ball stops play. It is up to the umpire to determine when to stop play, keeping in mind "SAFETY FIRST".
6. If a batted ball strikes or stops in the vicinity of the pitching machine, the umpire will stop play. Again, safety is paramount. The batter-runner will be entitled to ONE base. In addition, all other runners will ONLY be entitled to ONE base.
7. If a play is made at a base on a runner and the ball is subsequently being returned to the pitcher, runners may not advance while ball is in process of being returned to pitcher. Runners cannot advance if the ball is overthrown to the pitcher unless the runner was already in the process of advancing.
8. All play stops when the umpire takes possession of the ball. Play does not automatically stop when the ball comes to the pitcher.
9. If in the umpires' judgment, play has not stopped, a defensive player may not attempt to stop play by giving the ball to the umpire (the umpire will refuse to accept the ball).
10. To begin play all defensive players must be in their normal positions. The pitcher must be in the general vicinity of the mound, with at least one foot within the dirt area, and be positioned behind or alongside the machine. For safety reasons, no pitcher will take his/her position forward of (to the home plate side of) the pitching machine.



Tee Ball and Coach Pitch Divisions

1. All teams will have a Continuous Batting Order (All rostered players present will be put in the Batting Order of each game). The batting order will remain the same for the entire game. Each half inning will consist of all players completing one at bat. The offensive batting coach/umpire shall announce the last batter prior to his/her at bat. The final batter shall be allowed to run all the bases until he/she scores or is declared out. Each inning shall consist of each team batting regardless of the number of outs.
2. You will only have a one and one-half hour (1 hour 30 minutes) period to play on any given field. If your game starts late-- -you will lose playing time (your team must vacate the field at the end of your scheduled playing time). However, the game will not be called in the middle of an at-bat. No game shall last more than one and one-half hours (1 hour 30 minutes).
3. Before each game the HOME team will assure that the bases are in place on the field and will provide a game ball and batting tee.
4. Teams must utilize League approved coaches/volunteers to fully staff their games. When a team is at bat, the team is required to supply one pitcher/umpire for coach pitch division or one batting coach/umpire for the T-ball division, two base coaches, and one bench coach.
5. Managers and coaches may accompany their teams onto the field for instructional purposes. This is to help the players learn the basics of the game and not to assist in making plays.
6. Teams will field all players on defense. Six players will be placed in the infield positions (pitcher, catcher, first base, second base, third base, and shortstop). All infielders must play a normal baseball position and not be pulled in for weak hitters. All other players will be spread out in the outfield. Outfielders should be positioned at least 15 feet behind the arc of the base paths and infielders. The arc is for the coaches to instruct kids to differentiate between infield and outfield positions. This rule will be strictly enforced.
7. Each player will play at least one (1) inning at an infield position each game. No player may play the positions of pitcher or first base for more than one inning per game.
8. There will be NO stealing and/or bunting.
9. There will be NO sliding by base runners into any base or home plate. Players will receive a warning for a first offense. For a second offense, the runner will be declared out and returned to the dugout. This rule is in place for player safety. Managers / Coaches encouraging players to slide will be subject to removal from the League by the Board of Directors.
10. All base runners will wear protective headgear at all times. On a fair ball the runner may advance at his/her own risk. Base coaches should exercise discretion when directing the runners. Station to station running is required. Runners may not advance on an overthrow. The runner cannot leave the base until the ball has been hit by the batter.
11. SAFETY is of the utmost importance. A manager or coach shall immediately call a time out if, in his judgment, a player needs assistance, regardless if play is stopped or not.
12. There are no "magic circles" into which entry of the ball stops play. It is up to the umpire to determine when to stop play.
13. If a play is made at a base on a runner and the ball is subsequently being returned to the pitcher or umpire, runners may not advance. Runners cannot advance if the ball is over-thrown to the pitcher unless the runner was already in the process of advancing.
14. All play stops when the umpire/coach takes possession of the ball. Play does not automatically stop when the



ball comes to the pitcher.

15. Outs and runs are not totaled. If a batter/runner is put out under normal baseball rules, the player shall be declared out and returned to the dugout. The player cannot remain on base if he/she is called out.
16. Coaches will be positioned on the field as follows:
Offense – Both Base Coach Boxes, as well as a Hitting Coach (the hitting coach will also act as Umpire at home plate while assisting the batter).
17. Coaches may not physically assist any defensive player or base runner. Coaches are allowed only to provide verbal instruction.

PITCHING/BATTING RULES – TEE BALL DIVISION:

1. After five (5) swings, the hitting coach will assist the batter until the ball is put in play.
2. Any ball hit must travel at least ten feet from the batter to be in play. Any hit ball coming to rest less than ten feet from the batter will be declared foul. Any ball hit, stopping inside foul lines and outside the 10-foot arc is a fair ball. Any ball stopping within the 10-foot arc is considered a foul ball. Any ball stopping outside the foul lines is considered a foul ball.
3. Any player throwing the bat will receive a warning for the first offense. For subsequent offenses the player shall be declared out.
4. Coaches are not allowed to pitch to any batter in the Tee-Ball Division. All players must hit off the tee.

PITCHING/BATTING RULES – COACH PITCH DIVISION:

1. An adult coach of the batting team will operate the pitching machine while his/her team is at bat.
2. Each batter will be allowed five (5) pitches to put the ball into play. Under no circumstance shall any batter receive more than five pitches. There are no walks or hit batters. If a pitch hits a batter, it is declared a no pitch. There are no Strike Outs.
3. If the batter fails to hit a fair ball within the allowed pitches above, the pitcher/coach will provide the batter with the batting tee and T-Ball rule # 1 will apply.
4. If a batted ball strikes the coach/pitcher the ball will be declared dead and play will stop. The batter-runner will be entitled to ONE base. In addition, all other runners will ONLY be entitled to ONE base.
5. Any ball hit must travel at least ten feet from the batter to be in play. Any hit ball coming to rest less than ten feet from the batter will be declared foul. Any ball hit, stopping inside foul lines and outside the 10-foot arc is a fair ball. Any ball stopping within the 10-foot arc is considered a foul ball. Any ball stopping outside the foul lines is considered a foul ball.
6. Any player throwing the bat will receive a warning for the first offense. For subsequent offenses the player shall be declared out.



PLAYER TRYOUTS AND DRAFT:

Players will be selected by the draft system contained in the Little League 2025 Operating Manual, Method for Existing League, Alternate Method Plan B.

Juniors/Seniors Division

1. ALL players must try out for the Division they are registered to play in. Exception: any player who is a member of a local High School Varsity or Junior Varsity Baseball team is exempt from tryout. These HS players will not participate in the regular team formation draft. These HS players will be drafted during a supplemental draft that will take place after the conclusion of the HS baseball season. The order of the supplement draft will be the reverse of the Division standings at the time of the draft; the last place team will pick first in the supplemental draft. Tryout schedules will be distributed by the Vice President. Every attempt should be made to have all players try out. This provides the best distribution of player talent into the proper division.

Majors Division

1. ALL 10, 11, and 12-year-olds must try out for Little League. Tryout schedules will be distributed during signups. All 12-year-old players must play in the Majors Division. ANY 10 or 11-year-old player who does not tryout will not be eligible to be drafted into the Majors Division during that year. Every attempt should be made to have all 10, 11, and 12-year-olds try out. This provides the best distribution of player talent into the proper division.
2. Ten (10) year old players may play in the Major Division with parent and CCLL President permission prior to the draft. Major League teams may draft no more than one (1) ten-year-old per team. Also, any 10-year-old refusing to be drafted by a Majors Division team is no longer eligible to play in Majors Division that year. Parental permission may only be obtained by the League Player Agent or CCLL President.

AA and AAA Divisions

1. ALL 9, 10, and 11-year-old players who are to be drafted into the AAA Division must participate in tryouts for Little League. Tryout schedules will be distributed during signups. ANY 9-year-old player who does not tryout will not be eligible to be drafted into the AAA Division during that year. Every attempt should be made to have all 9, 10, and 11-year-olds try out. This provides the best distribution of player talent into the proper division.
2. ALL 8, 9, and 10-year-old players who are to be drafted into the AA Division must participate in tryouts for Little League. Tryout schedules will be distributed during signups. ANY 8 or 9-year-old player who does not tryout will not be eligible to be drafted or elevated into the AA Division level during that year. Every attempt should be made to have all 8, 9, and 10-year-olds try out. This provides the best distribution of player talent into the proper division.
3. Except in extreme circumstances, which must be approved by a vote of the CCLL Board of Directors, there will be NO eleven (11) year olds in the AA division and NO ten (10) year olds in the A division. Therefore, all eleven (11) and ten (10) year olds not drafted by the major division must be drafted by a respective AAA or AA Division team.



A Division

1. Up to 12 players for each team are assigned, not drafted.
2. All eligible player "options" must be declared to the player agent prior to the first scheduled day of tryouts. An optioned player can only be the manager's child. A Division options are not exempt from the draft. That is, a nine (9) year old A Division option could be drafted by a AA or AAA Division team.
3. Except in an extreme circumstance, which must be approved by a vote of the CCLL Board of Directors, there will be NO players of league age ten (10) or older in the A Division.

Tee Ball and Coach Pitch Divisions

1. No more than 12 players for each team are randomly assigned, not drafted.
2. Except in an extreme circumstance, which must be approved by a vote of the CCLL Board of Directors, there will be NO players of league age eight (8) or older in the Coach Pitch division.



ROSTER MAINTENANCE:

All Divisions

1. All teams will maintain a full complement of players throughout the season. It is the manager's responsibility to contact the player agent within three (3) days of identifying the need to obtain a replacement player. Should the manager fail to contact the league in a timely manner (3 days), the player agent, in consultation with president, may select the replacement player. If a replacement player is needed, the manager will consult ONLY with the player agent to retain a replacement player from the appropriate division. DO NOT contact draftee, parents, or the player's manager/coach until instructed to do so by the player agent or his authorized representative. If the roster size is increased by a vote of the CCLL Board, that roster size shall be maintained by all teams, for the entire season.
2. Manager/coaches may scout any team who has an eligible player; however, in the event that any manager/coach approaches any prospective player or that player's parents, the right to that player is forfeited.
3. During the last two (2) weeks of the season, and thereafter, teams will draft only on an emergency basis. An emergency is defined as the inability to field nine (9) players.
4. Any eligible player must accept reassignment to a higher division team if requested. An appeal objecting to the transfer may be made to the CCLL Board. The CCLL Board's decision is final.
 - a. A player is considered eligible for reassignment if they were eligible for the higher division at the time of initial draft. For example, if a ten-year-old player was not declared eligible for the Majors Division draft, that player is not eligible for reassignment to a Majors Division roster except in extreme circumstances approved by the CCLL Board.
5. When a replacement player is required on a Majors Division team following the draft, a 10-year-old player may be added by the player agent without regard to the number of 10-year-olds on the team roster.
6. A team may start a game with eight (8) players if needed.
7. If a player is injured, the CCLL Safety Officer must be notified immediately. Players requiring medical attention due to an injury must have a doctor's medical release before returning to any baseball activities.



END OF SEASON TOURNAMENTS:

3. All rules pertaining to post season tournaments shall follow the Little League Tournament Rules and Guidelines section in the Baseball Official Regulations and Playing Rules (<https://www.littleleague.org/downloads/tournament-rules-baseball/>).
 - a. Exception: Players must participate in 75% of the regular season games scheduled for the team on which they are rostered to be eligible for selection to a tournament team.
4. The method of selection of teams will be determined by CCLL Board of Directors.
5. Players must tryout to be eligible for an All Stars team selection.



ALL STARS SELECTION:

The managers of the teams from each division for the current year select the All Stars teams.

1. The managers from Majors Division select the 12/11, 11/10, and Hooligans teams.
2. The managers from AAA Division select the 10/9 and Renegades teams.
3. The managers from the Juniors/Seniors Division select the older All Stars teams.
4. The selection process is done live (no call-ins) and is to occur no earlier than the day before CCLL may announce the teams, and no later than the last night of the CCLL City Tournament.
5. All Stars selection participation will be recognized as a responsibility of every manager when they are selected and approved to manage a team prior to the start of the season. It is the responsibility of each manager (with administrative assistance from the board) to poll or gather votes/opinions from their players and coaches as to who should be considered for All Stars.
6. On the day, the selection process is to occur, the managers will gather at a neutral and non-public location to “debate” and determine who the All Stars will be. ONLY managers for the relevant age groups and the Player Agent for the respective division will be present. The primary role of the Player Agent is to moderate and facilitate discussion. Each manager will take turns nominating players and discussing the attributes of each player to determine whether they should be on a team. Vote totals and available statistics will be considered when relevant. When discussion is done for a player, the managers will vote whether the players should be a “Yes”, “Maybe”, or “No”. This process will be repeated (re-visiting the “Maybes as necessary) until the completion of the team(s) is selected, as well as the selection of alternates. It is encouraged that unanimous or “super-majority” vote be required for initial selections to a team. This may be waived in the interests of time.
7. More than half the managers of a relevant division MUST be present for the selection process to be considered valid.
8. ONLY managers will participate in the discussions. No coaches, , or parents will be present. If a manager cannot be present, they can submit opinions via written notes, but a proxy will not be allowed to be present. EXCEPTIONS: if there are 10-year-olds playing in Majors, a representative from the Majors Division (Manager, Coach, or Board Member) is encouraged to be part of the 9/10 discussion. Only 1 such individual will be allowed to represent the Majors 10’s in the discussion and it is NOT allowed to be a parent of any individuals being considered for the particular age group. If the manager of the All Stars team is a Coach (instead of a manager), then they can be present and participate in the discussions, but no All Stars coaches may participate unless they are a manager in the relevant division.
9. All discussions are to be confidential. A “group” ranking will be done for the appropriate times (alternates, top of Hooligans/Renegades, etc.) for the possibility that a player will not be eligible or decline to participate. When circumstances occur, players need to be selected from Hooligans/Renegades/Alternates and be moved up, the selections will be made by the relevant All Stars manager and from the pool of players designated by the All Star selection committee (managers).
10. The manager of the relevant All Stars teams will make attempts at contacting the parents of their players immediately via phone/text/email. No public announcement via internet will be made until attempts have been made to contact the parents.
11. This process DOES NOT address the selection of the managers and coaches for each All Stars team.



ALL STARS MANAGERS SELECTION:

1. The CCLL President will solicit all star managers from each division.
2. If multiple managers from a given division express interest, then the CCLL Board shall interview and select the all-star manager.