

CONCORD AMERICAN LITTLE LEAGUE, INC. — LEAGUE POLICY

Approved January 31, 2013

Policy, as defined for League purposes, shall mean a definite course or method of action, selected from among alternatives that are applicable to each league within the entire program of Concord American Little League, Inc. (the "Parent League") and/or to any Division contained within any of the leagues of the Parent League program of baseball and softball. Unless otherwise noted, all League Policy applies equally to all aspects of each and every league and division of baseball and softball in the Parent League, and in light of given conditions, shall be within the confines of the LITTLE LEAGUE OFFICIAL REGULATIONS AND PLAYING RULES as revised and published annually by Little League Baseball, Inc.

In the unlikely event that any Policy may presently or hereafter be in conflict with the OFFICIAL REGULATIONS AND PLAYING RULES OF LITTLE LEAGUE BASEBALL, that specific League Policy shall be null and void and the Official Regulation and/or Rule shall prevail.

The use of this League Policy is to guide and help to determine current decisions in the administration process of the Parent League by its duly elected Board of Directors. The Board of Directors is empowered to establish and adhere to the League Policy. This League Policy may be amended by a simple majority vote of the Board of Directors at any duly constituted meeting of the Board of Directors.

ARTICLE I - INJURIES

1. In the case of an injured player(s), any manager or coach may leave the dugout without the express permission of an umpire, provided it does not interfere with the play in progress.
2. In the event of an injury, play will be governed in accordance with the current OFFICIAL REGULATIONS AND PLAYING RULES of the League and/or Division involved, including local league rules and rules for interleague play if any apply to the game in which the injury occurs.
3. In the event of an injury, all insurance claim forms may be obtained from the League Safety Officer. The Safety Officer must be notified of any injury, whether in try-outs, pre-season or regular season practice (including TAD), regular season game (including TAD), or post season tournament practice or game, by the team Manager involved (Player Agent in try-outs) within 24 hours of the accident. Note: The League Safety Manual and Safety Code are published separately.

ARTICLE II - MANAGERS, COACHES, AND ASSISTANT COACHES

1. **Each manager or an appointed representative will attend general membership and board meetings regularly.** Absence of team representation for two (2) consecutive meetings from the date of the Manager's approval through the end of June will be brought to the attention of the Manager by the Coaching Coordinator, which is charged with the responsibility of reviewing the reasons for the lack of representation. The Board shall determine disciplinary action for non-compliance, including a one-game suspension.
2. All Managers and coaches are required to review the OFFICIAL REGULATIONS AND PLAYING RULES of the League in which they are involved, furnished to them by this League, and to have a strong knowledge of its contents, and **attend at least one (1) complete umpire rules and mechanics clinic and (1) Coaching Clinic.** The Board shall take disciplinary action for non-compliance constituting a one-game suspension per clinic (up to 2 games). *Note: T-Ball, Coach Pitch, Junior, and Challenger divisions are exempt from the umpire training.*

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3. All Managers will hold a parent's meeting in the pre-season, at which time the parents will be informed of their responsibilities in relation to the operation of the League. A Manager's checklist is prepared for this purpose. See Appendix #1.
4. All Managers or their appointed representative must have a signed "Parent Authorization" medical release form for each team player at all practices and games.
5. The Manager shall submit two (2) copies of the TEAM LINEUP on the form provided by the league, ten (10) minutes prior to the game, to the Chief Umpire. He/she shall confer with the Chief Umpire on ground rules. Names of ineligible, absent, ill, or injured players must be included on the Team Lineup sheet.
6. Each Manager is responsible for seeing that the duties assigned to the Team Mother, Team Father, Scorekeeper, Team Umpires, and other volunteer roles are carried out, including team duties at games for Home or Visitor Teams, Snack Shack, Fund Raisers, Field Maintenance, Team Umpire assignments, and decorum in the stands or on the sidelines. This includes all pre-season, regular season, and post-season activity and tournaments sponsored or hosted by the League. (See Appendix #2, #3, and #4)
7. All Managers or their appointed representatives must be present, on the playing field, from start to finish of all try-outs. In the event a manager or team representative cannot be present at tryouts, the Divisional Vice President shall be notified prior to roll call, who shall notify the Player Agent.
8. A Concord American Little League Manager or Coach shall not manage or coach in any other youth baseball program other than as a professional, college, high school, junior high school, or elementary school coach, except upon approval of the Board of Directors.
9. In the event the Manager and a Coach are both unable to attend the game, it is the responsibility of the Manager to notify the Vice President of their division, who shall appoint an emergency replacement for that occurrence only, who is familiar with the regulations, rules, by-laws, policies, and field decorum.
10. Game outcomes shall be reported to the Concord American Little League website at www.callbaseball.com. The manager of the winning team is responsible for completing this task within 24 hours of game completion. This task may be delegated to the team reporter. If delegated the manager must still monitor that this task is being accomplished. This task must be accomplished in a timely fashion so division standings may be updated regularly. Team Reporter Duties See APPENDIX #6.
11. Managers and Coaches are appointed by the President and approved by the Board of Directors in a particular Division for a Little League Year (Jan. 1 through August 31). Managers and Coaches may be removed because of rule infractions or inability to meet other requirements, by majority vote of the Board of Directors.
12. Upon evidence of misconduct, any Manager or Coach may be suspended or removed because of rule infractions or inability to meet other requirements by vote of the Board of Directors. Any Manager or Coach may also receive immediate suspension upon evidence of gross misconduct or rule infractions by the President. Said person shall have 14 days' notice from the Board of the scheduled meeting at which to appear and present good cause as to why he or she should not be dismissed.

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ARTICLE III - ROSTER SIZE

1. The Board of Directors as stated in the LITTLE LEAGUE REGULATIONS shall determine roster size per team, per division, annually.
2. When Managers select replacement players from a Minor Division, to maintain approved roster size; the following limitations shall apply:
 - a. The Manager will submit a list of three player's names to the Player Agent and the league President within 72 hours from the time the existing player has dropped, noted as selection #1, #2, and #3, and in writing on the form provided by the League. Player Agent must make the only contact and no contact is to be made by the Manager or Coaches. Penalty shall be removal of the player(s) from the selection list.
 - b. If a player declines to be moved up to the next Division, as requested, that player will be transferred to the team that eventually loses a player because of such request. Players in Minor League divisions who decline to be moved up to another Minor League division may request an exception to this rule. No exceptions will be given for players being moved up to the Little League (Majors) division.
3. Procedures for handling exceptions to Article III, Section 2b:
 - a. The parents/guardians must submit a written request to the Player Agent within 24 hours of being notified that the player has been selected for replacement in an upper division. This request should include an explanation of the circumstances surrounding the request.
 - b. The Player Agent must call a special meeting of the Player Committee, consisting of the President, VP of the upper division and the Secretary, to be held within 48 hours.
 - c. At the Player Committee meeting the Player Agent shall explain the nature of the request to the committee members. The parents/guardians will be given the opportunity to express their opinions and discuss anything relevant to the request. The committee members may grant the exception by a majority vote. If they do not grant an exception the player will then be moved according to Article III 2b.
 - d. If the committee does not grant an exception, then the President shall ask the parents/guardians if they would like the matter reviewed by the full board. Upon this request being given, the President shall call a special board meeting within 72 hours.
 - e. The Secretary shall open the meeting by taking role and reviewing the minutes of the Player Committee meeting. The Player Agent shall make a motion to grant the exception. Once a second has been recorded the President shall open the matter up for discussion. Only board members may participate in the discussion. Any board member may ask questions of any one in attendance regarding the request. During this meeting, no arguments will be heard by non-board members. Once the discussion has been closed the Board of Directors may grant the exception by a majority vote of the board members present.
 - f. Managers are prohibited from replacing lost players during the last two (2) weeks of the regular scheduled season unless this needs to be done to be able to finish out the season. The Board of Directors must approve such moves.

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- g. Minor League teams may have a player assigned to them by the Player Agent at his/her discretion, either from the waiting list or a lower Division, rather than any player from the selection list given by the Manager involved.
4. An injured, ill, or absent player whose injury, illness, or absence will prevent said player from participation for a period of six (6) games shall be released, subject to B.O.D. approval, and a replacement player shall be obtained from the Player Agent according to Section 2.

Should it be discovered that a manager has knowingly not contacted the Player Agent concerning such an injured, ill, or absent player, the manager shall be suspended for a minimum of two (2) games.

5. All candidates who are league age 12 must be drafted to a Little League Major division, or to a Junior division team. Exceptions can only be made with written approval from the District Administrator, and only if approved at the local league level by the Board of Directors and the parent(s) of the candidate. Any player who signs up or joins the league late and who does not try out must be assigned to a team by a Player Agent and or the Board of Directors based upon the players age and ability as follows:
 - a. 4 year old players – T-Ball only
 - b. 5 & 6 year old players – Coach Pitch
 - c. 7 & 8 year old players – Farm or Minor Division
 - d. 9, 10 & 11 year old players – Minor Division players (other than 12) whose age make them eligible for majors cannot be drafted up until they have played six (6) games in the Minor Division.
6. After the Board of Directors has determined the number of teams within the entire league, based upon the number, experience, and ages of players who have sign up, a "waiting list" of available candidates shall be established. Players will be assigned to the waiting list on a first come first served basis and the waiting list shall include both the date and time of day the Player Agent was contacted by the applicant. Players shall then be assigned to teams according to the date and time noted on the waiting list with the following exceptions: 5 & 6 year old players will be assigned to Tee Ball team immediately; 12 year old players will be assigned to Major League ahead of any other age player. Note: 12 year old players that do not meet the minimum try-out requirements are not eligible to play in the Major Division.

ARTICLE IV - CONCORD AMERICAN JUNIOR, SENIOR, AND BIG LEAGUE

1. Junior League shall consist of 13 & 14 year old players who are not playing high school baseball. If CALL does not offer a Senior League, the 14 year old players are eligible for the Junior program.
2. 15 year old players eligible by written request and subject to Little League approval.
3. 15 year olds cannot pitch and are not eligible for post season play.

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4. Senior League shall consist of 15 & 16 year old players. 14 year olds playing on a high school team are also eligible.
5. Big League shall consist of 16, 17 & 18-year-old players only.
6. The above shall apply equally to baseball and softball.
7. Bats will be no more than 34" 2 5/8 diameter.*NOTE: Use of composite bat must be approved by Little League.

ARTICLE V - MINOR LEAGUE DIVISIONAL FORMAT

1. The League shall not exceed eight (8) teams per available playing field.
2. Eleven (11) and Twelve (12) year old players are not eligible to play in the Farm/Single 'A' Division.
3. Nine (9) year old players are not eligible to play in the regular Little League (majors) and must play only in the Minor League.
4. Player draft shall be held after the Little League (major) team selections are completed and shall proceed as follows:
 - a. Minor AAA division follows the Little League (major) draft.
 - b. Minor AA division follows the Minor AAA division.
 - c. Single 'A' division follows the Minor AA division draft.
5. Seven-year-old players must play only in the Single 'A' Farm Division.
6. Subject to the rules defined in the LITTLE LEAGUE RULE BOOK, Concord American By-Laws, this League Policy, and in accordance with the above age limitations, Minor division players are eligible for draft during the season by a Little League (Major) team, Single 'A' division players are eligible for draft by a Minor Division team during the season.

Farm division follows 'A' rules; Minor division follows 'AAA' rules (Contingent on number of players).

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ARTICLE VI – DIVISIONAL RULES

T- BALL DIVISION RULES

These rules are supplemental to the T-ball, Minor and Little League rules published annually by Little League Baseball, Inc.

GENERAL

1. Eligible Tee-Ball players shall be league age four (4) and (5) year old players.
2. Games will be played up to 6 full innings however, No new inning shall start after 1-1/2 hours; whichever comes first.
3. No score will be kept.
4. The ball will be put into play exclusively by being hit off a tee.
5. Ten (10) players will be used on defense by use of a fourth outfielder.
6. Two (2) parents may help in the outfield. They are the umpires for calls at 2nd base.
7. 1st and 3rd base coaches are the umpires for those bases. Remember **ALL** close plays are safe!
8. Free substitutions shall be allowed between innings.
9. No set infields are allowed. Player will be rotated into different position between the infield and outfield.
10. Each team's time at bat will conclude after all players have batted once. If 3 outs are made on the offensive team, all base runners will be removed from the field and the offensive team shall continue to bat to the end of the order. If a runner is called out, they must return to the dugout.
11. When a ball is hit into the outfield the defense must throw the ball back into the infield to make a play on a runner.
12. **Courtesy Rule** - When the ball is thrown from the outfield, as soon as it gets to the infield stop the runners at that base.
Do not advance runners on over throws to the infield.
13. We have also installed a red stop play light at the Olivera Rd. Baseball complex and on the major division scoreboard at the Galindo Mt. Diablo Baseball Complex it is visible from most fields. It is operated by a non-adjustable photocell to determine unsafe light levels. All Play must stop when it lights. **Please read Little League rules 4.15 (1- 6), 4.12, 5.10 (b- h), and 4.11.** If the light inadvertently activates, play can continue with the consent of the umpire on the field.
14. Maximum six (6) defensive players on infield at any time. Outfield players must play behind the line that will be drawn 15' behind the bases from foul line to foul line.

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PRE-GAME

1. Home team is responsible for preparing the field; visiting team is responsible for dragging field after game.
2. Home team always puts the bases out on the field before the game and visiting team puts them away after the game. On Saturdays, first game of the day, home team puts the bases out. Last game of the day, visiting team puts the bases away.
3. Home team is always first base dugout. This is important. We use this system in every division in the league.

BATTERS

1. ***On Deck Batters are not permitted.***
2. All players will bat in order.
3. If a batted ball hits a coach or player while on the field, the ball will remain live (base runners are safe).
4. The ball is foul if it travels less than 15 feet in fair territory from home plate. An arc should be chalked between the 1st and 3rd baselines at approximately 15 feet from the back tip of the plate to facilitate this call.

RUNNERS

1. No stealing allowed.
2. Infield fly rule will not be called.
3. Do not advance runners on overthrows.

PITCHERS

1. A defensive player will be stationed in the infield ON the pitching rubber.

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COACH PITCH/T-BALL DIVISION RULES

These rules are supplemental to the T-ball, Minor and Little League rules published annually by Little League Baseball, Inc.

GENERAL

1. Eligible Coach Pitch players shall be, five (5) and six (6) year old players, with the exception made for seven (7) year old players when it is in the best interest of the player's safety.
2. Games will be played up to 6 full innings however, No new inning shall start after 1-1/2 hours; whichever comes first.
3. No score will be kept.
4. Each batter will receive up to a **maximum** of 3 pitches. If by the 3rd pitch the batter has not put the ball into play; he/she will be permitted to put the ball into play from the tee.
5. There are no walks or free bases for being hit by a coach's pitch.
6. Ten (10) players will be used on defense by use of a fourth outfielder.
7. Two (2) parents may help in the outfield. They are the also the umpires for calls at 2nd base. 1st and 3rd base coaches are the umpires for those bases. Remember **ALL** close plays are safe!
8. Free substitutions shall be allowed between innings.
9. No set infields are allowed. Player will be rotated into different position between the infield and outfield. Outfield players must play behind the line that will be drawn 15' behind the bases from foul line to foul line.
10. Each team's time at bat will conclude after all players have batted once. If 3 outs are made on the offensive team, all base runners will be removed from the field and the offensive team shall continue to bat to the end of the order. If a runner is called out, they must return to the dugout.
11. When a ball is hit into the outfield the defense must throw the ball back into the infield to make a play on a runner.
12. **Courtesy Rule:** When the ball is thrown from the outfield, as soon as it gets into the infield, stop the runners at that base.
Do not advance runners on over throws to the infield.
13. We have installed a red stop play light at the Olivera Baseball complex and on the major division scoreboard at the Galindo Baseball Complex. It is visible from most fields. It is operated by a non-adjustable photocell to determine unsafe light levels. All Play must stop when it lights. **Please read Little League rules 4.15 (1- 6), 4.12, 5.10 (b-h), and 4.11.** If the light inadvertently activates, play can continue with the consent of the umpire on the field.

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PRE-GAME

1. Home team is responsible for preparing the field; visiting team is responsible for dragging field after game.
2. Home team always puts the bases out on the field before the game and visiting team puts them away after the game. On Saturdays, first game of the day, home team puts the bases out. Last game of the day, visiting team puts the bases away.
3. Home team is always first base dugout. This is important. We use this system in every division in the league.

BATTERS

1. **On Deck Batters are not permitted.**
2. All players will bat in order.
3. If a batted ball hits a coach or player while on the field, the ball will remain live. (Base runners are safe)
4. The ball is foul if it travels less than 15 feet in fair territory from home plate. An arc should be chalked between the 1st and 3rd baselines at approximately 15 feet from the back tip of the plate to facilitate this call.

RUNNERS

1. No stealing allowed.
2. Infield fly rule will not be called.
3. Do not advance runners on overthrows.

PITCHERS

1. A defensive player will be stationed in the infield **ON** the pitching rubber.

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SINGLE 'A' FARM (INSTRUCTIONAL) DIVISION RULES

Minor Division Rules; these rules are supplemental to the minor league rules published annually by Little League Baseball, Inc.

1. The division shall consist of a minimum of four (4) teams, and a maximum of sixteen (16) teams, or eight (8) teams per available playing field.
2. Eligible Farm/Single 'A' players should be, age seven (7), eight (8), with the exception made for nine (9) year old players when it is in the best interest of the players' safety.
3. Twelve (12) and Eleven (11) year old players are not eligible to play in the Farm/Single 'A' Division.

GENERAL

1. Farm/Single 'A' Division is an **instructional** division of Concord American Minor league. The intended purpose of this division is to teach and train young players.
2. **All players must play a minimum of nine (9) outs on defense per six (6) inning games. Free substitution shall be allowed in between innings however player substitutions shall be reported to the official scorekeeper and innings played will be noted for each player in the official scorebook. Post-game each manager shall examine the official score book and sign the opposing teams score page if in agreement that the opposing team has achieved the minimum play requirements.**
3. The following point system shall be used for determining division standings:
 - a. TWO (2) points will be awarded for a win
 - b. ONE (1) point will be awarded for a Tie
 - c. ZERO (0) Points are awarded for a loss
4. No set infields are allowed. Players must be rotated into different positions between the infield and outfield during each game. Players are only permitted to play a maximum of (3) innings in the infield and no more than two (2) innings at any one position.
5. Ten (10) players will be used on defense by use of a fourth outfielder
6. "Five (5) Run Rule" – the fifth run scored in any half-inning ends that half-inning.
7. Three (3) innings shall constitute a regulation game. **Examples:**
 - a. If, after three (3) complete innings of play, the game is called for lack of light it will be considered a complete game the score at the end of a complete inning is the final game score.
 - b. If only a half of an inning is completed and the game is called the score reverts back to the score at the end of the last complete inning.
 - c. If after three (3) complete innings the score is tied, it will be scored & reported as a tie game.

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SINGLE 'A' FARM (INSTRUCTIONAL) DIVISION RULES — *continued*

8. No inning shall start after two (2) hours have elapsed since the official starting time of the game. It shall be held that a new inning starts immediately when the third out is made, or the fifth run is scored, ending the preceding inning.
9. Rule 6.05 (e), (infield fly) shall not apply in the Farm division.
10. Rule 4.19, (protesting game) shall not apply in the Farm division.
11. One defensive team coach is allowed on the field for instructional purposes.
12. Outfielders must start play behind the outfield line until the ball has been batted.
13. After the ball has been hit into play and returned to any infielder within the infield, the play is over and no runner may advance.
 - a. A runner who has advanced more than halfway to the next base may continue his attempt to advance to that base. The distance is at the discretion of the umpires on the field.
 - b. The defensive player may attempt a play on the advancing runner. In this case the ball remains live until returned/retained back to an infielder or pitcher within the infield area.
 - c. When the ball is in possession of a player in the infield and it appears no further play is possible, the umpire will call 'TIME' and no further action will be possible on the playing field.
14. An **OVERTHROW** is defined as an attempt to put a runner out at a base.
15. **POSSESSION** is defined as any ball returned to the infield or in possession of an infield player and in the infield.

PRE-GAME

1. Home team is responsible for preparing the field; visiting team is responsible for dragging field after game.
2. Home team always puts the bases out on the field before the game and visiting team puts them away after the game. On Saturdays, first game of the day, home team puts the bases out. Last game of the day, visiting team puts the bases away.
3. Home team is always first base dugout. This is important. We use this system in every division in the league.

BATTERS

1. ***On Deck Batters are not permitted.***
2. All players on the team roster will bat in order. Players coming to the game late will be added to the end of the batting order. **See Little League Rule 4.04.**
3. No walks will be awarded batters.
4. No bunting is allowed.

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SINGLE 'A' FARM (INSTRUCTIONAL) DIVISION RULES — *continued*

RUNNERS

1. No stealing is allowed.
2. Runners may only advance One (1) Base per overthrow.
3. Runner may not leave any base on any pitch until the ball has been batted.
4. In case of injury to the runner, the last player listed in the batting order at that time shall be the substitute runner.
See rule 3.04.
5. Sliding is allowed.

PITCHING

1. **No** pitcher of league playing age nine (**9**) or above is allowed to pitch in the Single 'A' division.
2. The pitchers plate will be level with home plate and the distance will be 40 feet from the front side of the pitchers plate to the rear point of home plate.
3. Pitchers who hit a total of two (2) batters in an inning or three (3) batters in a game must be removed immediately as pitcher.
4. Pitchers who intentionally pitch at any batter shall be removed from the game immediately and also be suspended from the next game.
5. After the pitch count reaches three (3) balls to each batter the offensive manager or coach will pitch to the batter until the at bat is complete. The batter must put the ball in play or strike out. No walks will be awarded. When a coach is pitching, no base will be awarded to a batter hit by the pitch.
6. Players playing the position of pitcher, when the coach is pitching, **must** stand within 3 feet of the pitching rubber.
7. The pitching coach must be positioned as a base coach so they are readily available to pitch.
8. Farm Division pitchers may only pitch up to two (**2**) innings per calendar week, Sunday through Saturday, provided said pitcher has not exceeded the pitch count and has observed the mandatory pitch count rest requirements between pitching appearances.
9. A pitcher who delivers forty-one (**41**) or more pitches in a game cannot play the position of catcher for the remainder of the day.
10. Pitchers in all divisions of Little League, from age 7 to 18, will have specific limits for each game, based on their age. The number of pitches delivered in a game will determine the amount of rest the player must have before pitching again. The number of pitches allowable under the regulation is based on the pitcher's age. Specific rest periods are in place when a pitcher reaches a higher threshold of pitches delivered in a day.

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SINGLE 'A' FARM (INSTRUCTIONAL) DIVISION RULES — *continued*

The table below gives an overview of the number of pitches that will be allowed per day for each pitcher in the Single 'A', division of play.

League Playing Age:	MAXIMUM Pitches allowed per day:
7 & 8 Years old	50

Pitchers league ages 14 and under must adhere to the following REST requirements:

If a player pitches:

51 -65 pitches in a day	Three (3) calendar days of rest must be observed
36 - 50 pitches in a day	two (2) calendar days of rest must be observed
21 - 35 pitches in a day	one (1) calendar day of rest must be observed
1-20 pitches in a day	zero (0) calendar day of rest is required before pitching again

PITCH COUNT

10.22 – Each pitch delivered to a batter shall be counted. Exception: A pitch declared “no pitch” will not be charged to that pitcher.

1. **The official scorekeeper’s record of the pitch count shall be the official record.** In the absence of an official scorekeeper, the record of the person designated by the local league (or tournament director) to count pitches will be the official record.
2. The pitches may be counted by a person other than the scorekeeper, but the total pitches for each pitcher must be entered in the scorebook or in a locally produced register for this purpose. The scorebook or register will be used to determine the pitching eligibility in a subsequent game or games.
3. When requested by the manager, the scorekeeper and any other official(s) involved in tallying the pitch count must provide current information on the pitch count for a pitcher currently in the game.
4. 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 V1 (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.

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SINGLE 'A' FARM (INSTRUCTIONAL) DIVISION RULES — *continued*

UMPIRES

1. Plate and base umpires shall be assigned from a non-competing team.
2. Plate umpire will call all balls, strikes, catches, and tag-ups. These are judgment calls and shall not be argued.
Penalty: after warning, ejection and possible suspension, pending Board of Directors' action.
3. Batted ball hits adult pitcher. If defensive player has opportunity to play the ball, batter is out. Runners return to original bases. If there was no chance for a play on the batter the batter will be awarded first base. All runners advance one (1) base. **This is the Umpires judgment.**
4. We have installed a red stop play light at the Olivera Baseball complex and on the Major Division scoreboard at the Galindo Baseball Complex it is visible from most fields. It is operated by a non-adjustable photocell to determine unsafe light levels.
5. All Play must stop when it lights. **Please read Little League rules 4.15 (1- 6), 4.12, 5.10 (b- h), and 4.11.** If the light inadvertently activates, play can continue with the consent of the umpire on the field.

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'AA' MINOR DIVISION RULES

These rules are supplemental to the, Minor and Little League rules published annually by Little League Baseball, Inc.

GENERAL

1. Two (2 ½) hour time limit - No inning shall start after two (2 ½) hours of time have elapsed since the official starting time of the game. It shall be held that an inning starts immediately when the third out is made, or the fifth run is scored, ending the preceding inning. **Note: Time limit is elapsed time from when the game officially began regardless of what time the game was scheduled to begin.** Scheduled start time is the time recorded in the official game scorebook as noted by the official scorekeeper by the umpire and the time is kept by the umpire only.)
2. We have installed a red stop play light at the Olivera Rd. Baseball complex and on the major division scoreboard at the Galindo Mt. Diablo Baseball Complex it is visible from most fields. It is operated by an un-adjustable photocell to determine unsafe light levels. All Play must stop when it lights. **Please read Little League rules 4.15 (1- 6), 4.12, 5.10 (b- h), 4.11.** If the light inadvertently activates, play can continue with the consent of the umpire on the field.
3. "Five (5) Run Rule": The fifth run scored before three outs are recorded in any half-inning, except the sixth inning, ends that half-inning. No five run rule will be in effect in the sixth inning or any subsequent inning. Applies to all innings before the sixth inning regardless of whether game is called due to time limit, darkness, etc.
4. Three (3) innings shall constitute a regulation game
5. In case of injury to any runner, the last player listed in the batting order at that time shall be the substitute runner.
6. **Mandatory Play:** All players must play a minimum of nine (9) outs on defense per six (6) inning game and must include at least one (1) at bat. Free substitutions shall be allowed between innings. Player substitutions must be reported to the official scorekeeper and innings played for each player will be noted in the official scorebook. Post-game each manager shall examine the official scorebook and sign the opposing teams score page if in agreement that the opposing team has achieved the minimum play requirements

PRE-GAME

1. Home team is responsible for preparing the field; visiting team is responsible for dragging field after game.
2. Home team always puts the bases out on the field before the game and visiting team puts them away after the game. On Saturdays, first game of the day, home team puts the bases out. Last game of the day, visiting team puts the bases away.
3. Home team is always first base dugout. This is important. We use this system in every division in the league.

CONCORD AMERICAN LITTLE LEAGUE, INC. — LEAGUE POLICY

Approved January 31, 2013

'AA' MINOR DIVISION RULES — *continued*

BATTERS

1. **On Deck Batters are not permitted.**
2. All players on the team roster will bat in order. Players coming to the game late will be added to the end of the batting order. **See Little League Rule 4.04.**
3. A line-up shall be presented to the home plate umpire prior to the start of the game. Batters must bat in order.
4. Batters shall not fake a bunt, pull back and hit away in the 'AA' Division. Penalty: Batter shall be called out, whether or not contact was made with the pitch. Batter **must** swing to be called out.

RUNNERS

1. **Base runners leaving early:** a base runner that leaves a base early, that is, prior the ball crossing home plate shall be returned to the base from which they left. If the pitched ball is not struck by the batter, the umpire will declare the play dead and send the runner back to the originating base. The result of the pitch will stand as called.
2. If as a result of the pitch the batter strikes the ball and the ball is in play, the play will be allowed to continue. If the runner is put out as a result of the play the out will stand. If the batter is put out as a result of the play the out will stand and the runner who left early will return to the base of origin. If the pitched ball is put in play and no outs are made the runner who left early will only advance to the base to which they would have been forced as a result of the play.
3. If the runner who left early reaches home safely, that runner will be returned to third base, unless occupied by the batter or other runners that were behind the runner that left early.
4. There will be no stealing of home - overthrows or passed balls however, are considered a live ball and runners may advance at their own risk. When the ball is in possession of a player in the infield and it appears no further play is possible the umpire will call 'TIME' and no further action will be possible on the playing field.
5. There will be no delayed steals. A delayed steal is defined when the base runner does not return to their base maintains a lead and then attempts to steal the next base when the catcher throws the ball back to the pitcher. A runner can still advance on overthrows or passed balls.

BASE COACHES

1. Managers and Coaches must remain inside the dugout when not coaching a base; dugout gate if so equipped must be kept closed and latched.
2. **4.05** - The offensive team shall station two base coaches on the field during its time at bat, one near first base and one near third base. The coaches shall not leave their respective dugouts until the pitcher has completed his/her preparatory pitches to the catcher.

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Approved January 31, 2013

'AA' MINOR DIVISION RULES — *continued*

3. Base coaches shall be eligible players in the uniform of their team and/or an adult manager and/or coach. Both base coaches may be adult managers or coaches.
4. Both base coaches may be an adult manager or coach only if there is at least one other adult manager or coach in the dugout.
5. Base coaches shall remain within the base coaches' boxes at all times, except as provided in **Rule 7.11**.
6. Base coaches shall talk to members of their own team only. An offending base coach shall be removed from coach's box.

PITCHERS

1. Pitchers will be removed from pitching after hitting two (2) batters in an inning or three (3) batters in a game. That player however, can remain in the game at a different position.
2. Pitchers who intentionally pitch at any batter shall be removed from the game immediately and also be suspended from the next game along with the manager.
3. Players who are league-playing age 11 are not allowed to pitch in the AA Division.
4. A pitcher who delivers forty-one (**41**) or more pitches in a game cannot play the position of catcher for the remainder of the day.
5. 'AA' Division pitchers shall only pitch a maximum of three (**3**) innings per game.
6. 'AA' Pitchers may pitch up to six (**6**) innings per calendar week, Sunday through Saturday, provided said pitcher has not exceeded the pitch count and has observed the mandatory pitch count rest requirements between pitching appearances.
7. Pitchers in all divisions of Little League, from age 7 to 18, will have specific limits for each game, based on their age. The number of pitches delivered in a game will determine the amount of rest the player must have before pitching again. The number of pitches allowable under the regulation is based on the pitcher's age. Specific rest periods are in place when a pitcher reaches a higher threshold of pitches delivered in a day.

The table below gives an overview of the number of pitches that will be allowed per day for each pitcher in the 'AA', division of play.

League Playing Age:	MAXIMUM Pitches allowed per day:
8 Years old	50
9 & 10 Years old	75

Pitchers league ages 14 and under must adhere to the following REST requirements:

CONCORD AMERICAN LITTLE LEAGUE, INC. — LEAGUE POLICY

Approved January 31, 2013

'AA' MINOR DIVISION RULES — *continued*

If a player pitches:

66 or more pitches in a day	four (4) calendar days of rest must be observed
51 - 65 pitches in a day	three (3) calendar days of rest must be observed
36 - 50 pitches in a day	two (2) calendar days of rest must be observed
21 - 35 pitches in a day	one (1) calendar days of rest must be observed
1-20 pitches in a day	zero (0) calendar day of rest is required before pitching again

PITCH COUNT

10.22 – Each pitch delivered to a batter shall be counted. Exception: A pitch declared “no pitch” will not be charged to that pitcher.

1. **The official scorekeeper’s record of the pitch count shall be the official record.** In the absence of an official scorekeeper, the record of the person designated by the local league (or tournament director) to count pitches will be the official record.
2. The pitches may be counted by a person other than the scorekeeper, but the total pitches for each pitcher must be entered in the scorebook or in a locally produced register for this purpose. The scorebook or register will be used to determine the pitching eligibility in a subsequent game or games.
3. When requested by the manager, the scorekeeper and any other official(s) involved in tallying the pitch count must provide current information on the pitch count for a pitcher currently in the game.
4. 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 V1 (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.

UMPIRES

1. Plate and base umpires shall be assigned from a non-competing team.
2. Plate umpire will call all balls, strikes, catches, and tag-ups. These are judgment calls and shall not be argued.

Penalty: after warning, ejection and possible suspension, pending Board of Directors’ action.

CONCORD AMERICAN LITTLE LEAGUE, INC. — LEAGUE POLICY

Approved January 31, 2013

'AAA' MINOR DIVISION RULES

These rules are supplemental to the, Minor and Little League rules published annually by Little League Baseball, Inc.

GENERAL

1. Two (2 ½) hour- time limit -No inning shall start after two (2 ½) hours of time have elapsed since the official starting time of the game. It shall be held that an inning starts immediately when the third out is made, or the fifth run is scored, ending the preceding inning. **Time limit is elapsed time from when the game officially began regardless of what time the game was scheduled to begin.** Scheduled start time is the time recorded in the official game scorebook as noted by the official scorekeeper by the umpire and the time is kept by the umpire only.
2. We have installed a red stop play light at the Olivera Rd. Baseball complex and on the major division scoreboard at the Galindo Mt. Diablo Baseball Complex it is visible from most fields. It is operated by an un-adjustable photocell to determine unsafe light levels. All Play must stop when it lights. **Please read Little League rules 4.15 (1- 6), 4.12, 5.10 (b- h), and 4.11.**
If the light inadvertently activates, play can continue with the consent of the umpire on the field.
- 3.
4. "Five (5) Run Rule": The fifth run scored before three outs are recorded in any half-inning, except the sixth inning, ends that half-inning. No five run rule will be in effect in the sixth inning or any subsequent inning. **Applies to all innings before the sixth inning regardless of whether game is called due to time limit, darkness, etc.** In the sixth (6th) inning and subsequent innings teams will only bat through team roster.
5. **Mandatory Play:** All players must play a minimum of nine (9) outs on defense per six (6) inning game and must include at least one (1) at bat. Free substitutions shall be allowed between innings **however** player substitutions shall be reported to the official scorekeeper and innings played for each player will be noted in the official scorebook. Post-game each manager shall examine the official scorebook and sign the opposing teams score page if in agreement that the opposing team has achieved the minimum play requirements. Note: Rule 4(i) applies if game is shortened.

PRE-GAME

1. Home team is responsible for preparing the field; visiting team is responsible for dragging field after game.
2. Home team always puts the bases out on the field before the game and visiting team puts them away after the game. On Saturdays, first game of the day, home team puts the bases out. Last game of the day, visiting team puts the bases away.
3. Home team is always first base dugout. This is important. We use this system in every division in the league.

CONCORD AMERICAN LITTLE LEAGUE, INC. — LEAGUE POLICY

Approved January 31, 2013

'AAA' MINOR DIVISION RULES — *continued*

BATTERS

1. **On Deck Batters are not permitted.**
2. All players on the team roster will bat in order. Players coming to the game late will be added to the end of the batting order. **See Little League Rule 4.04.**
3. A line-up shall be presented to the home plate umpire prior to the start of the game. Batters must bat in order.
4. Batters shall not fake a bunt, pull back and hit away in the Minor Division. Penalty: Batter shall be called out, whether or not contact was made with the pitch. Batter **must** swing to be called out.

RUNNERS

1. **Base runners leaving early:** a base runner that leaves a base early, that is, prior the ball crossing home plate shall be returned to the base from which they left. If the pitched ball is not struck by the batter, the umpire will declare the play dead and send the runner back to the originating base. The result of the pitch will stand as called.
 - a. If, as a result of the pitch, the batter strikes the ball and the ball is in play, the play will be allowed to continue. If the runner is put out as a result of the play the out will stand. If the batter is put out as a result of the play the out will stand and the runner who left early will return to the base of origin. If the pitched ball is put in play and no outs are made the runner who left early will only advance to the base to which they would have been forced as a result of the play.
 - b. If the runner who left early reaches home safely, that runner will be returned to third base, unless occupied by the batter or other runners that were behind the runner that left early.
 - c. A runner who leaves early will only be allowed to score if following runners, or the batter, score as a result of the play.

In the case of injury to any runner, the last player out from the previous inning shall be the substitute runner

BASE COACHES

1. **Managers and Coaches must remain inside the dugout when not coaching a base; dugout gate if so equipped must be kept closed and latched.**
2. **4.05** - The offensive team shall station two base coaches on the field during its time at bat, one near first base and one near third base. The coaches shall not leave their respective dugouts until the pitcher has completed his/her preparatory pitches to the catcher.
 - a. Base coaches shall be eligible players in the uniform of their team; an adult manager and/or coach.
 - b. Both base coaches may be adult managers or coaches.

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'AAA' MINOR DIVISION RULES — *continued*

- c. Both base coaches may be an adult manager or coach only if there is at least one other adult manager or coach in the dugout.
- d. Base coaches shall remain within the base coaches' boxes at all times, except as provided in **Rule 7.11**.
- e. Base coaches shall talk to members of their own team only. An offending base coach shall be removed from coach's box.

PITCHERS

1. **Managers and Coaches must remain inside the dugout when not coaching a base; dugout gate if so equipped must be kept closed and latched.**
2. Pitchers will be removed from pitching after hitting three (3) batters in an inning or four (4) batters in a game. That player however, can remain in the game at a different position.
3. Pitchers who intentionally pitch at any batter shall be removed from the game immediately and also be suspended from the next game along with the manager.
4. Players who are league-playing age twelve (12) are not allowed to pitch in the Minor Division.
5. **1.15 (a)** The pitcher's glove shall be of one solid color other than white or gray, or if multi-colored, white and light gray shall not be included in the colors. **1.15 (c)** No pitchers shall wear sweatbands on his/her wrists.
6. A pitcher who delivers forty-one (**41**) or more pitches in a game cannot play the position of catcher for the remainder of the day.
7. Any player, who has played the position of catcher in four (4) or more innings in a game, is not eligible to pitch on that calendar day.
8. Pitchers in all divisions of Little League, from age 7 to 18, will have specific limits for each game, based on their age. The number of pitches delivered in a game will determine the amount of rest the player must have before pitching again. The number of pitches allowable is based on the pitcher's age. Specific rest periods are in place when a pitcher reaches a higher threshold of pitches delivered in a day.

The table below gives an overview of the number of pitches that will be allowed per day for each pitcher in the 'AAA', division of play.

League Playing Age:	MAXIMUM Pitches allowed per day:
9 & 10 Years old	75
11 Years old	85

Pitchers league ages 14 and under must adhere to the following REST requirements:

CONCORD AMERICAN LITTLE LEAGUE, INC. — LEAGUE POLICY

Approved January 31, 2013

'AAA' MINOR DIVISION RULES — *continued*

If a player pitches:

66 or more pitches in a day	four (4) calendar days of rest must be observed
51 - 65 pitches in a day	three (3) calendar days of rest must be observed
36 - 50 pitches in a day	two (2) calendar days of rest must be observed
21 - 35 pitches in a day	one (1) calendar days of rest must be observed
1-20 pitches in a day	zero (0) calendar day of rest is required before pitching again

PITCH COUNT

10.22 – Each pitch delivered to a batter shall be counted. Exception: A pitch declared “no pitch” will not be charged to that pitcher.

1. **The official scorekeeper’s record of the pitch count shall be the official record.** In the absence of an official scorekeeper, the record of the person designated by the local league (or tournament director) to count pitches will be the official record.
2. The pitches may be counted by a person other than the scorekeeper, but the total pitches for each pitcher must be entered in the scorebook or in a locally produced register for this purpose. The scorebook or register will be used to determine the pitching eligibility in a subsequent game or games.
3. When requested by the manager, the scorekeeper and any other official(s) involved in tallying the pitch count must provide current information on the pitch count for a pitcher currently in the game.
4. 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 V1 (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.

UMPIRES

1. Plate and base umpires shall be assigned from a non-competing team.
2. Plate umpire will call all balls, strikes, catches, and tag-ups. These are judgment calls and shall not be argued.

Penalty: after warning, ejection and possible suspension, pending Board of Directors’ action.

CONCORD AMERICAN LITTLE LEAGUE, INC. — LEAGUE POLICY

Approved January 31, 2013

MAJOR DIVISION RULES

These rules are supplemental to the Major Division Little League rules Published annually by Little League Baseball, Inc.

GENERAL

1. **On Deck Batters are not permitted.**
2. **Managers and Coaches must remain inside the dugout when not coaching a base; dugout gate if so equipped must be kept closed and latched.**
3. Home team is always 1st base dugout. This is important. We use this system in every division in the league.
4. Batters shall not fake a bunt, pull back and hit away in the Major Division. Penalty: Batter shall be called out, whether or not contact was made with the pitch. Batter must swing to be called out.
5. Pitchers will be removed from pitching after hitting three (3) batters in an inning or four (4) batters in a game. That player however, can remain in the game at a different position.
6. Post-game each manager shall examine the official scorebook and sign the opposing teams score page if in agreement that the opposing team has achieved the minimum play requirements.

PITCHING

1. Pitchers in all divisions of Little League, from age 7 to 18, will have specific limits for each game, based on their age. The number of pitches delivered in a game will determine the amount of rest the player must have before pitching again. The number of pitches allowable is based on the pitcher's age. Specific rest periods are in place when a pitcher reaches a higher threshold of pitches delivered in a day.
2. A pitcher who delivers forty-one (41) or more pitches in a game cannot play the position of catcher for the remainder of the day.
3. Any player, who has played the position of catcher in four (4) or more innings in a game, is not eligible to pitch on that calendar day.

The table below gives an overview of the number of pitches that will be allowed per day for each age group in the Major division of play.

League Playing Age:	MAXIMUM Pitches allowed per day:
10 Years old	75
11-12 Years old	85

Pitchers league ages 14 and under must adhere to the following REST requirements:

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Approved January 31, 2013

MAJOR DIVISION RULES — *continued*

If a player pitches:

66 or more pitches in a day	four (4) calendar days of rest must be observed
51 - 65 pitches in a day	three (3) calendar days of rest must be observed
36 - 50 pitches in a day	two (2) calendar days of rest must be observed
21 - 35 pitches in a day	one (1) calendar days of rest must be observed
1-20 pitches in a day	zero (0) calendar day of rest is required before pitching again

PITCH COUNT

10.22 – Each pitch delivered to a batter shall be counted. Exception: A pitch declared “no pitch” will not be charged to that pitcher.

1. **The official scorekeeper’s record of the pitch count shall be the official record.** In the absence of an official scorekeeper, the record of the person designated by the local league (or tournament director) to count pitches will be the official record.
2. The pitches may be counted by a person other than the scorekeeper, but the total pitches for each pitcher must be entered in the scorebook or in a locally produced register for this purpose. The scorebook or register will be used to determine the pitching eligibility in a subsequent game or games.
3. When requested by the manager, the scorekeeper and any other official(s) involved in tallying the pitch count must provide current information on the pitch count for a pitcher currently in the game.
4. 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 V1 (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.

UMPIRES

1. Plate and base umpires shall be assigned from a non-competing team.
2. Plate umpire will call all balls, strikes, catches, and tag-ups. These are judgment calls and shall not be argued.
Penalty: after warning, ejection and possible suspension, pending Board of Directors’ action.

CONCORD AMERICAN LITTLE LEAGUE, INC. — LEAGUE POLICY

Approved January 31, 2013

ARTICLE VII - GENERAL

1. All complaints by Managers, Coaches, and League Members shall be referred to the respective Board member. The Board member involved shall then present the complaint to the Board of Directors at their next duly scheduled meeting.
2. The Board of Directors shall supply each Manager with a League calendar and a time schedule for all games.
3. A maximum of 10 minutes shall be allotted for warm-ups to be taken by each team prior to a scheduled game. Home - 30 minutes prior to game time, Visitors - 20 minutes prior to game time, and the Umpires have the last 10 minutes prior to game time. Teams arriving to the field late will forfeit their warm-up time. No practice is allowed one (1) hour prior to any scheduled game on any field to allow ample time to prepare the field for the game.
4. Little League Major and Minor League umpires must be at least 13 years old. Those 13 through 15 years old will be base umpires only. Farm League may use 12 year old umpires.
5. No person under the age of 16 years shall be allowed to announce games, work in the snack shack, or be in the score booth. The Umpire has the authority to enforce this rule as well as the snack shack supervisor and/or the official scorekeeper.
6. Junior and Senior League Umpires must be at least 17 years of age.
7. All tie games or rained out games shall be made up within two (2) weeks of the originally scheduled game, unless otherwise approved by the Divisional Vice President. The Divisional Vice President shall re-schedule all make-up games.
8. Any team not being able to field a team for a scheduled make-up game may forfeit that game, subject to Board approval. The Umpire shall forward all particulars to the Chief Umpire, who shall consult with the President and Divisional Vice President for a recommendation to the Board of Directors for action. Any team refusing to play a scheduled make-up game shall forfeit that game, subject to Board approval.
9. It is the obligation of every parent or guardian to perform his or her fair share of volunteer duties as set forth by the League and described and agreed in the Parent/Guardian Agreement Form. Any parent, guardian, or member found to have avoided such volunteer duties or refuses to perform such volunteer duties as agreed to may have their child's present and future participation suspended, revoked, or modified by the League, upon approval of the Board of Directors.
10. All returned checks will be subject to a \$50 processing fee, as well as any bank charges incurred by CALL. This fee along with the original amount of the check is due within ten days in the form of a cashiers check. If the amount is not paid, CALL retains the right to pursue the matter legally. In the event any member(s) checks are repeatedly returned due to insufficient funds, CALL reserves the right to require such member(s) to pay in cash.

ARTICLE VIII - SAFETY

The Safety Officer of the League is charged with the safety of all members of the League. All safety problems shall be reported to the Board of Directors along with recommendations for correction of indicated problems.

CONCORD AMERICAN LITTLE LEAGUE, INC. — LEAGUE POLICY

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ARTICLE IX - MANAGER SELECTION RULES

1. The League President must first appoint all candidates.
2. Recommendation of approval of a manager requires a simple majority vote of the Interview Committee.
3. All appointments are to be ratified by the Board prior to notification to the applicant.
4. No interview will be conducted or application voted on unless two (2) designated Board members participate, one of which must be the corresponding Player Agent or Vice President of the League or Division for which the candidate is making application.
5. Criteria include, but are not limited to: Ability to work with children, Baseball/softball knowledge, coming up through the system, past performance, and service to the League.
6. See ATTACHMENT #1 - TEAM MANAGER EVALUATION INTERVIEW.

ARTICLE X - LOCAL LEAGUE RULES

1. Eligibility of players shall be established before their participation in any League game, and shall include birth certificates, parent donations, physical exam, parent and medical release forms, parent/guardian participation form, and proof of residence.
2. Concord American Little League, Inc. players who miss more than 50% of practices and/or games, except for authorized Senior High School, Junior High School, and Elementary School teams, and only while playing during regulation school terms, may be subject to dismissal for the current season. Any action will be determined by the Board of Directors.
3. Protests shall be resolved within seven (7) days from the time the protest is filed.
4. The Board of Directors shall, upon evidence of any conduct detrimental to the League by any youth or parent, on or off the field, notify the manager of the team of which the youth or parent is a member. Said manager shall appear in the capacity of advisor with the youth or parent before the Board of Directors which shall have full power to suspend, revoke, or modify such youth's or parent's right to future participation.
5. Little League Regulations and Rules prohibit the use of youths other than regular players on the team roster and in uniform as batboys or girls. Only regular players, Managers, Coaches, Umpires, and authorized photographers are covered by insurance.
6. Every person within CALL is subject to a Background Check should that person have repetitive access to players. This includes but is not limited to Board members, managers, coaches, team moms, umpires, team safety parents. Background check will be performed by the League Information Officer and the contents of said findings will be viewed only by said officer and league President only. All volunteer vouchers are kept in a safe and shredded at end of season. Note: No other person shall be on the field during pre-game warm up's or during games.

INTERNATIONAL TOURNAMENT RULES

1. The method of selection and the selection of the International Tournament Managers, Coaches, and Team Players shall be subject to the approval of the Board of Directors.

CONCORD AMERICAN LITTLE LEAGUE, INC. — LEAGUE POLICY

Approved January 31, 2013

2. The method of selection shall be uniform within the League as follows:

*Persons wanting to manage an International Tournament team must first be a Manager (first priority) or Coach within the division from which the team's players will be selected. Such persons shall notify the Divisional Vice President of their candidacy as a Manager for the International Tournament team and specify which division they are wishing to manage. The candidate will complete the candidacy application. No interview will be conducted or application voted on unless three (3) designated Board members participate on International Tournament Manager Selection committee, two of which must be the corresponding Player Agent and Vice President of the League or Division for which the candidate is making application. The International Tournament Manager selection committee will interview prospective manager candidates and make their recommendation to the Board for appointment. **This process will be followed for all levels and divisions that are sanctioned by Little League for International Tournament play.***

MANAGER CRITERIA

- a. Ability to work with children.
- b. Baseball/Softball knowledge.
- c. Coming up through the system.
- d. Past performance.
- e. Service to the League.

ROSTER SIZE

- a. The roster shall be at least twelve (**12**) players and not more than fourteen (**14**) players.

PLAYER SELECTION

- a. Player Selections for the eleven (**11**) / twelve (**12**) year old Little League team: Players shall vote for ten (**10**) names of the eligible player candidates (**exclusive of players on their own team**).
- b. The five (**5**) players with the most votes will be on the team. In case of a tie vote for the fifth position, all players with the same number of votes shall be on the team.
- c. All managers of the league from which the tournament team will be selected shall meet and agree on the selection of five (**5**) players to be placed on the team. In case of a tie vote by the players for the first five (**5**) members of the team, the manager's number of selections shall be reduced accordingly.
- d. The Manager shall have the final two (**2**) to four (**4**) selections to complete the number of players on the International Tournament Team. This Manager shall also select two (**2**) coaches from among the Managers and Coaches within the league from which the players are selected to be the International Tournament Team Coaches.
- e. Alternates are not allowed and shall not be selected or listed.

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3. The nine (9) /ten (10) and eleven (11) year old Tournament Teams (**baseball and softball**) The appropriate Player Agent shall prepare a list of eligible players for the managers to select the players from for this team. There shall be between twelve (12) and up to fourteen (14) players on the team. Alternates are not allowed and shall not be selected.
4. The tournament teams in the Junior and Senior Leagues shall be selected from among the players in each league respectively. Junior League tournament team players must come from the teams in the Junior League; players who play in the Senior League, regardless of age, are not allowed to play on the Junior League tournament team. Likewise, Senior League tournament team players must come from the Senior League regular season rosters and players on Junior League regular season rosters are not eligible for Senior League tournament team play. This shall apply to both baseball and softball. The players on the team will be selected in a meeting of all the managers who have players on their teams who are eligible for this team. The managers will agree up at least ten players. The manager of the tournament team will select the final two (2) to four (4) players, depending on roster size.
5. All tournament team players must meet the eligibility requirements established yearly by Little League Baseball. A player's election to the tournament is not complete until all required documentation has been supplied to the tournament team manager and approved by District 4 Little League Baseball. These eligibility requirements may include but are not limited to documentation of: proof of residence within League boundaries, a certified birth certificate, signed medical release and parent/guardian approval. Any player candidate that is deemed ineligible by the lack of proper documentation will be replaced. The tournament team manager will select a replacement player from a list of players within the division.

ARTICLE XI - CODE OF CONDUCT

1. The action of players, managers, coaches, umpires, and League officials must be above reproach.
2. Only uniformed players, managers, coaches, and umpires shall be permitted within the confines of the playing field just prior to and during games. Except for the batter, base runners, and player "on deck" (in Junior, Senior, and Big Leagues only) and coaches at 1st and 3rd bases, all players shall be on their benches, in their dugouts, or in the bull pen when the team is at bat. When the team is on defense, all reserve players shall be on their benches, or in the bullpen.
3. Managers shall not leave the bench or dugout except to confer with the players or with an Umpire or to act as a base coach, as permitted. The only conference with the Umpire will be to clarify a call, or an interpretation of rules, without argumentation, or for a substitution. Managers/coaches must remain within the dugout during games. They may not coach from outside the dugout or in foul ball territory or sit with spectators in the stands.
4. Smoking is prohibited within the confines of any of the C.A.L.L baseball complex's, and all properties belonging to Mt. Diablo School District. The use of tobacco in any form is prohibited on the playing field, benches, dugouts, or restrooms.
5. The use of alcoholic beverages and/or profanity in or around the ballpark at any time is prohibited.
6. For the protection of all youths during warm-up of each team, the other team will not allow any other members on the playing field during warm-ups.

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7. In and about the baseball complex(s) shirts, shoes and appropriate family atmosphere dress is required at all times. Persons inappropriately dressed will be asked to correct the problem and/or leave the baseball complex until the inappropriate dress is corrected.

ARTICLE XII- REFUND OF FEES

Refunds of fees may be made upon the request of the player's parent or guardian to the Board of Directors in writing. Requests submitted by email will be considered to be an acceptable method. Treasurer must contact the requester by phone or by responding with an email acknowledgement of the refund request within 48 hours of receiving the request.

Refunds will adhere to the following:

1. If a player signs up to play with CALL there is a policy of reimbursement. If you do cancel or your child is unable to play for one reason or another, **there is a \$35 administrative fee which will automatically be deducted from your refund.** The remainder of the money will be determined by our Board of Directors based on the timing of your request. Be advised that any drops after tryout dates will not receive a refund.
2. For returning Major Division property players a refund request must be made 48 hours before the Monday that draft week begins to receive a refund.
3. No refunds will be issued if a request is received after the players scheduled tryout date or after the above notification period for Major Division property players.
4. No refunds will be issued for T-ball if a request is received after Friday of Draft week @ 5:00pm.
5. All refunds must be approved by the Board of Directors. Appeals may be brought to the Board of Directors for consideration at the next regularly scheduled Board meeting and within 30 days of the decision, by contacting the League Secretary

ARTICLE XIII- DIVISION WINNERS

The overall record of wins and losses, at the end of the season, will determine division winners. The division winners will represent Concord American Little League in the Tournament of Champions. **In the event of a tie at the end of regular season play:**

If tie is between two teams, the following process will be used to determine who goes onto TOC play.

1. Head to head wins and losses between the two teams. The team with the most wins will go to TOC Play.
2. If head to head competition results in a tie, a one game playoff will occur.

If tie is between three or more teams, the following process will be used to determine who goes onto TOC play.

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1. Head to head wins and losses between the three or more teams. (i.e. 3 teams tie, the team with the most total wins in games between the three teams will be the Champion) The team with the most wins will go onto TOC play.
2. Should the tie continue to exist, a three-way coin toss will occur. Odd team in the toss will receive a bye. The other two teams will play and the winner will face the team given a bye in a Championship game. The winner of the championship game will go onto TOC play.

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APPENDIX #1

TEAM MANAGER EVALUATION INTERVIEW

The purpose of the pre-season team manager interview is two-fold:

1. To afford designated Board members the opportunity to evaluate, through open discussion, individual team manager candidates. The evaluation process is designed to select, to the best degree possible, individuals for team manager positions who will maintain the standards and objectives of Little League in the best interest of the youths who participate.
2. To afford team manager candidates the opportunity to learn what standards and responsibilities are expected and to discuss any questions a candidate wishes to submit.

INTERVIEWEES

1. All Candidates applying for a Manager position, as directed by the League President.

INTERVIEWERS

1. The League President and/or Vice President.
2. The Divisional Vice President for the league or division applied for.
3. All Division Player Agents who are not candidates for a manager or coach position in the League or division applied for.
4. Any Board Member so designated by the President to form Interview Committees.

SCHEDULING

1. All candidates will be notified of their interview time and place.
2. Any candidate who fails to appear for two (2) scheduled interviews will be eliminated from the applicant list.
3. All interviews will be completed in a timely manner.
4. All applicants will be notified as to the findings of the Board.
5. All applicants will be subject to a background check through the Criminal Justice Department computer files.

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APPENDIX #2

MANAGER'S CHECK LIST FOR TEAM PARENT'S MEETING

1. Collect outstanding forms:
 - a. Parent Code of Conduct, Medical Approval and Release (Physician Form), Parent Medical Release Form (signed by parent or legal guardian only), and Concussion Information Form.
 - b. Any other information or items requested by the Player Agent (birth certificates, etc.).

Managers MUST keep all signed originals with them at ALL practices and games.
2. Inform the parents of the team's responsibility for work parties, fundraisers, umpiring duties, and Snack Shack assignments. Encourage their participation. Parents wishing to umpire must attend the umpire clinic. See back of Volunteer Cards for the point values allotted for each volunteer position.
3. Appoint a Team Mom - See that the DUTIES OF THE TEAM MOTHER are available and understood. **(See appendix #3)**
4. Appoint a Scorekeeper - See that the DUTIES OF THE SCOREKEEPER are available and understood. **(See appendix #4)**
5. Appoint an Announcer(s)- See that the DUTIES OF THE ANNOUNCER are available and understood. **(See appendix #5)**
6. Appoint a Team Reporter - See that the DUTIES OF THE TEAM REPORTER are available and understood. **(See appendix #6)**
7. Appoint a Team Safety Parent (TSP) -See that the DUTIES OF THE TEAM SAFETY PARENT are available and understood. **(See appendix #7)**
8. Appoint two Official Coaches – See that they complete the Manager/Coach application and volunteer form.
9. Inform parents of Little League drafting procedures and that Minor League players are subject to be drafted up to a higher league or division before or during the season.
10. Encourage parents to attend Board Meetings and inform them of the time and location.
11. **Turn into the Player Agent:**
 - a. All completed forms
 - b. Birth Certificates (if requested)
 - c. Completed "OFFICIAL" Team Roster
12. **Email to the Information Officer:**
 - a. Name, email and cell phone for Team Mom
 - b. Name, email and cell phone for Team Safety Parent
 - c. Name, email and cell phone for Two Official Coaches

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d. Name, email and cell phone for Team Dad and/or Team Reporter

This information is to be sent no later than February 15th

APPENDIX #3

DUTIES OF THE TEAM MOM

Each Manager shall select a Team Mom from among their player's parents. Team Manager and Team Mom should both report said assignment to League Information Officer/Secretary immediately following assignment.

The Team Mom will assume responsibility for the following duties:

1. Create and distribute a team directory (name, phone, and email). Work with the manager to keep any records he may need in addition to the above.
2. Email practice and game day reminders.
3. Plan snack schedule, team awards, and end of season party. This shall be at the discretion of the team and at the cost of the team's families. This is a team event and CALL does not take responsibility for payment or location arrangements.
4. Make sure all families are well informed and given every opportunity to participate in league based activities, as well as keep families informed of all events and dates.
 - a. Distribute promotional flyers (Major League LL Days, Ports, Hit-A-Thon, Opening Day, etc.).
 - b. Distribute information to parents regarding additional fund raising events, photo schedules, etc.
5. Collect Opening Day orders/checks and turn into Liz Berg (League Secretary) at scheduled days/times (see calendar).
 - a. Checks should always be payable to CALL with the exception of the league picture payment.
 - b. The Team Mom shall never write personal checks for the monies collected for any items.
6. Assign and maintain volunteer schedules. Ensure that ALL volunteer shifts are fulfilled.
Please Note: If the assigned volunteers fail to show for their scheduled shifts, the Team Mom will be notified and will be expected to find a replacement immediately OR fill the shift themselves.
7. Attend the "Manager, Team Mom & Safety Parent Meeting" as well as any subsequent Team Mom meetings.
8. The League only purchases trophies for the top two division winning teams in Junior, Major, Minor, Farm/Single A divisions. If a team wishes to purchase other trophies, the Team Mom shall collect money for and order end of the year trophies for their own team. This is a team event and CALL does not take responsibility for payment or arrangements.

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APPENDIX #4

DUTIES OF THE SCOREKEEPER

1. A Team Scorekeeper shall be appointed by the Manager of the **Home Team** to sit in the scorer's booth and keep the OFFICIAL SCOREBOOK AND PITCH COUNT.
2. The scorekeeper must pay particular attention to record defensive innings played by each player in the minor and farm divisions (managers should notify you of subs entering the game) and note substitutions made in the minor, major and junior divisions.
3. The Scorekeeper should arrive 15 minutes before game time so that all team lineups and pre-game information can be entered in the OFFICIAL SCOREBOOK. The Scorekeeper will get the OFFICIAL SCORE BOOK from the Snack Shack and return it after all game information has been recorded.
4. Any Scorekeeper who is unable to attend a game shall arrange for a substitute, preferably one from their own team, to replace them.
5. The practice of keeping "individual team scorebooks" in the scorer's booth is NOT PERMITTED. Team Managers are requested to have their team scorebooks kept by someone other than the appointed Scorekeeper.
6. Upon completion of the game, the Scorekeeper shall complete the following information:
 - a. Time of game completion
 - b. Innings played.
 - c. Summarize the runs and hits for each inning played.
 - d. Indicate all Pitchers who participated in the game in the scorebook. The number of pitches thrown by each pitcher (except warm-up pitches) shall be listed next to each pitcher.
 - e. The Umpire-in-Chief, Scorekeeper & Managers from both teams must sign the OFFICIAL SCORE BOOK
 - f. Scorekeeper to update both team's pitching affidavit with the number of pitches thrown by each pitcher, then sign and return the affidavit to each manager.
7. Scorekeeper and Announcer shall make certain the scorer's booth is clean, swept out, and locked before leaving.
8. No one under 16 years of age will be permitted in the scorer's booth.

NOTES:

1. If a game is protested or suspended, the scorekeeper shall make note of the exact situation at the time of the protest or suspension, including the score, number of outs, position of runner or runners, and ball and strike count on the batter. It is important that any suspended game resume with exactly the same situation that existed at the time of suspension. The Umpire-in-Chief and Scorekeeper should sign and date the OFFICIAL SCORE BOOK to validate the protest or suspension.

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2. The Scorekeeper shall not call attention of the Chief Umpire or any member of either team to the fact that a player is batting out of order. This is an APPEAL PLAY.

APPENDIX #5

DUTIES OF THE ANNOUNCER

1. Announcers are supplied by the Visiting Team. They will announce player coming to the bat, the pitcher, and the score between innings over the P.A. system. The announcer shall not do play-by-play or make any other comments other than the player coming to bat and the score between innings.
2. They will track runs, innings, and outs on the scoreboard as provided by the scorekeeper.

APPENDIX #6

DUTIES OF THE TEAM REPORTER

1. Team Reporters duties include emailing or mailing of game transcripts to the Contra Costa Times. This is an important team role; all children love to see their name in the newspaper.
 - a. Special care should be taken that all players on the team get their name mentioned at least one time during the season.
 - b. Game results should be no longer than 200 words and should include League name, Division, team names, final score and game date and statistics. Results are subject to editing for style and brevity by the Contra Costa times and should be submitted no later than noon Friday for publication the following week. Late submissions will not be published. E-mail transcripts to youthsports@cctimes.com.
2. The team reporter's duties may include the reporting of a game's outcome to the Concord American Little League website at www.callbaseball.com. The manager of the winning team is still responsible for completing this task, but it may be delegated. If delegated the manager must still monitor that this task is being accomplished. This task must be accomplished in a timely fashion so division standings may be updated regularly

APPENDIX #7

DUTIES OF THE TEAM SAFETY PARENT (TSP)

Pre-Season

1. Acquire this Safety Manual from the team manager and read it.
2. Call the League Safety Officer and introduce yourself.
3. Attend the "Manager, Team Mom & Safety Parent Meeting" as well as any subsequent Team Safety Parent meetings.
4. Attend the AED/CPR training as provided by the league. If you already have a current, valid certificate, you will need to supply a copy to the League Safety Officer.

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5. Complete the CDC's online Concussion Training Course and submit certificate to the League Safety Officer.
6. Inspect the equipment when the Equipment Manager issues it to your team and replace any equipment that looks unsafe.
7. Get to know the players on your team.
8. Review all Little League Medical Forms for complete emergency contact information and any special needs.

During the Season

1. Keep a Safety Log of all injuries that occur on his or her team.
2. Inspect players' equipment for cracks and broken straps on a routine basis.
3. Have a five-minute safety meeting with the team each week.
4. Communicate any safety infractions to the League Safety Officer or any other Board Member.
5. Help managers and designated coaches give First-Aid if needed.
6. Act as a conduit between parents, managers, the League Safety Officer and the kids.
7. Fill out accident reports if an injury occurs.
8. Report an injury to the League Safety Officer within 12 hours of the occurrence.
9. Track the First-Aid Kit inventory and ask the League Safety Officer for replacements when needed.

Pre-Game

1. Make sure that the Safety Manual, Player applications, and the First-Aid Kit are present.
2. Greet the players as they arrive and make sure everyone is feeling all right.
3. Watch the players when they stretch and do warm up exercises for signs of stress or injury.
4. Check equipment for cracks and broken straps.
5. Walk the field remove broken glass and other hazardous materials.
6. Be ready to go into action if anyone should get hurt.

During the Game

1. Watch players to see that they are alert at all time.
2. In case of injury, help the team manager treat the child until professional help arrives.
3. Act as the conduit between the League Safety Officer, the team manager, the child and his or her parents.

Post-Game

1. Record any safety infractions or injuries in his/her Safety Log.
2. Report any injuries to the League Safety Officer within 12 hours of the occurrence.

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3. Fill out an accident investigation report and send a copy to the League Safety Officer if there is an injury requiring medical attention.
4. Assist parents if child must go to a hospital or to see a doctor.
5. Provide insurance documentation to the hospital if necessary
6. Follow-up with parents to make sure the child is all right.

If a Manager has not appointed a Team Safety Parent then he or she must assume those responsibilities.