



# Ground Rules Manual

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# Welcome to College Station Little League!

Little League® Baseball and Softball is played in approximately 6,500 communities across more than 80 countries around the world, but regardless of where they are played, each of them share the same core mission. Little League believes in the power of youth baseball and softball to teach life lessons that build stronger individuals and communities. Joined together by one common goal, every local league is part of One Team. One Little League.

## *Mission Statement*

College Station Little League, “CSLL,” is a non-profit organization whose mission is to assist children in developing the qualities of citizenship, discipline, teamwork, and physical well-being. By promoting the virtues of character, courage, and loyalty, our program is designed to develop superior citizens rather than superior athletes by teaching life lessons learned through good sportsmanship, teamwork, dedication, commitment, and personal pride in contributing to a common goal.

Our league is 100% volunteer-managed, and none of the board members, coaches, or assistant coaches receive payment for their volunteer efforts. The CSLL Board of Directors works tirelessly each year with the sole purpose of keeping the league enjoyable for our area youth who choose to play here.

## *About this Document*

Honoring the game begins with playing by the rules. Most of the rules in this document mirror the Little League Baseball Rulebook for the current year. This is a supplement to the Rules and Regulations set forth by the Little League Charter. Any rule or regulation not covered here will be governed by the official by-laws of the College Station Little League (CSLL) and appropriate official Little League Rule Book. Each manager is provided access to a copy of the Little League *Baseball Official Regulations and Playing Rules*. Managers and coaches are responsible for following the rules. For the purposes of this document, volunteer refers to anyone who provides regular services to the league and/or has repetitive access to, or contact with, players, including but not limited to managers, coaches, board of directors members and umpires.

The ground rules in this document apply to **ALL LEVELS** of play in the College Station Little League. In case of conflict, the CSLL ground rules take precedence over Little League rules. Each division has additional ground rules specific to that division. The Major and Senior Minor divisions are also subject to pitch limit ground rules.

# Park Rules

The City of College Station Parks and Recreation Department has posted basic park rules at the entrances. While common sense should prevail in all instances, the following must be followed by everyone.

- No player warm-up in the common areas
  - Swinging bats must be done:
    - On the field of play
    - In the batting cages
  - Throwing baseballs must be done:
    - On the field of play
    - Or in the designated pitching areas next to the fields
- No unauthorized vehicles inside the park
- No skateboards, rip sticks, roller blades (this includes hover boards)
- No bicycles or scooters
- No tobacco or alcohol –this includes vaporizers (“vaping” is prohibited at the park)
- No abusive language
- No firearms or fireworks

# Divisions

College Station Little League has divisions for athletes ages 4-16.

## *Beginner T-Ball Division (League Age 4 year olds)*

Philosophy: The T-Ball division is one of the largest and most important divisions in CSLL. The focus in Tee Ball is on developing basic baseball skills, introducing sportsmanship, cooperation, and most of all HAVING FUN! The emphasis is on learning, not winning.

There are three divisions of T-Ball. The first is Beginner T-Ball and is designed for players who are (league age) 4 years old that are new to T-Ball. These games will be held on Saturday mornings. We recommend that your child plays at least one season of Beginner Tee Ball before trying Coach Soft-Toss to ensure they understand the basics of the game, but it is not required.

Equipment: Players are permitted to bring their own batting helmets and/or bat provided that they meet Little League standards. At this level, it is recommended that players use a bat length of 25 or 26 inches and no more than 16 oz. in weight. [Bats](#) must be Little League approved. For more specific information, see [Player Equipment](#).

Team Formation: See [Formation of Teams – T-Ball](#)

Player Notification: After the teams are formed, your coach will send out an email with all the team information. The coach will be your primary contact person throughout the season.

CSLL also utilizes TeamSideline for all our communications. Information about teams can be found through this application. We encourage you to download the TeamSideline app.

Practices & Games: Practices and games generally last 1 hour. Practices are held at various fields in College Station including Brian Bachmann Park, Brothers Park, Sandstone Park, Jack & Dorothy Miller Park, Pebble Creek Park, Wayne Smith Park. Practices will be held twice per week typically on Monday, Tuesday, Thursday, Friday, or Saturday until games begin. All T-Ball games will be held at Wayne Smith Park or Brian Bachmann Park.

Practice and game schedules will be available on the website when we have them ready. You can also access this information through TeamSideline.

## ***Coach Soft Toss T-Ball Division (League Age 5 year olds)***

Philosophy: The second division is Coach Soft-Toss T-Ball. This division is designed for players who are (league age) 5 years old. While the goal in this division is having fun, we also want to help the players learn the basic rules of the game. No score is kept, but we have set out rules to help players understand game concepts such as outs, running the bases, and positions. These games are played during the week on either Monday, Tuesday, Thursday, Friday, or Saturday.

Equipment: Players are permitted to bring their own batting helmets and/or bat provided that they meet Little League standards. At this level, it is recommended that players use a bat length of 25 or 26 inches and no more than 16 oz. in weight. [Bats](#) must be Little League approved. For more specific information, see [Player Equipment](#).

Team Formation: See [Formation of Teams – T-Ball](#)

Player Notification: After the teams are formed, your coach will send out an email with all the team information. The coach will be your primary contact person throughout the season.

CSLL also utilizes TeamSideline for all our communications. Information about teams can be found through this application. We encourage you to download the TeamSideline app.

Practices & Games: Practices and games generally last 1 hour. Practices are held at various fields in College Station including Brian Bachmann Park, Brothers Park, Sandstone Park, Jack & Dorothy Miller Park, Pebble Creek Park, Wayne Smith Park. Practices will be held twice per week typically on Monday, Tuesday, Thursday, Friday and possibility Saturday until games begin. All T-Ball games will be held at Wayne Smith Park or Brian Bachmann Park.



Practice and game schedules will be available on the website when we have them ready. You can also access this information through TeamSideline.

## ***Competitive T-Ball Division (League Age 6 year olds)***

Philosophy: The third division is Competitive T-Ball. This division is designed for players who are (league age) 6 years old. While the goal in this division is having fun, we also want to help the players learn the basic rules of the game in a slightly more competitive environment in order to help prepare for the Junior Minor division. This division operates with nearly the same rules as the Coach Soft-Toss division, but score is also kept. The rules we have in place are to help players understand game concepts such as outs, running the bases, and positions. These games are played during the week on either Monday, Tuesday, Thursday, Friday, or Saturday.

Equipment: Players are permitted to bring their own batting helmets and/or bat provided that they meet Little League standards. At this level, it is recommended that players use a bat length of 25 or 26 inches and no more than 16 oz. in weight. [Bats](#) must be Little League approved. For more specific information, see [Player Equipment](#).

Team Formation: See [Formation of Teams – T-Ball](#)

Player Notification: After the teams are formed, your coach will send out an email with all the team information. The coach will be your primary contact person throughout the season.

CSLL also utilizes TeamSideline for all our communications. Information about teams can be found through this application. We encourage you to download the TeamSideline app.

Practices & Games: Practices and games generally last 1 hour. Practices are held at various fields in College Station including Brian Bachmann Park, Brothers Park, Sandstone Park, Jack & Dorothy Miller Park, Pebble Creek Park, Wayne Smith Park. Practices will be held twice per week typically on Monday, Tuesday, Thursday, Friday and possibility on Saturday until games begin. All T-Ball games will be held at Wayne Smith Park or Brian Bachmann Park.

Practice and game schedules will be available on the website when we have them ready. You can also access this information through TeamSideline.

Post Season (Spring Only!): This division will have an End of Season Tournament with rules and eligibility determined by the CSLL Board of Directors annually.

## ***Junior Minor- National & American Divisions (League Age 7-8 year olds)***

Age: Typically, this division is comprised of players with a league age of 7-8 years old. In certain instances, where an individual has advanced skill and awareness, has reached a league age of 6 AND has played at least one Spring season in Coach Soft-Toss Tee Ball or one Fall season of Competitive Tee Ball, he/she will be provided the opportunity to be evaluated for playing in the Junior Minor Division.

Philosophy: The Junior Minor Division commonly fields between 18-24 teams with an average of 10-12 players per team. The Junior Minor Division (also referred to as Machine Pitch) is known for exciting, action-filled games and a noticeable improvement in skills by its players. The goal for our young players at this level is to develop a strong foundation in the principles of sportsmanship and teamwork, and, most importantly, having fun learning the fundamentals of baseball. Junior Minor baseball is an enjoyable transition from Tee Ball and an instructional introduction to traditional baseball. Batters are allowed up to six pitches thrown by a pitching machine.

Equipment: Players are permitted to bring their own batting helmets and/or bat provided that they meet Little League standards. At this level, it is recommended that players use a bat length of 27 or 28 inches and a drop of -8 to -13 (i.e. 28 inches and 15 ounces). [Bats](#) must be Little League approved. For more specific information, see [Player Equipment](#).

Evaluations: Players in every division except for T-Ball must attend Player Evaluations. The purpose of the evaluations is to promote a competitive balance between teams. Check the Facebook page or the website for the Player Evaluation dates for each season. We will also try to send out an email with these dates. For more information, see [Preseason – Player Evaluations](#).

Team Formation: See [Formation of Teams – Junior Minor Division](#)

Player Notification: After the teams are formed, your coach will send out an email with all the team information. The coach will be your primary contact person throughout the season.

CSLL also utilizes TeamSideline for all our communications. Information about teams can be found through this application. We encourage you to download the TeamSideline app.

Practices and Games: The practice schedule for this division will consist of multiple practices per week. Once games begin, there will be two games per week typically on Monday, Tuesday, Thursday, Friday, or Saturday. All games will be held at Brian Bachmann Park or Wayne Smith Park. The regular season will comprise approximately 8-12 games.

Practice and game schedules will be available on the website when we have them ready. You can also access this information through TeamSideline.

Post Season (Spring Only!): CSLL Junior Minors are given the opportunity to participate in an end of season tournament against other teams within District 33. If your child decides to participate on one of the teams, the season will likely extend into the last week of June. To be eligible for the All-Star tournament, players must have participated/ attend spring season evaluations and must live or attend school within the CSLL boundaries, Also, have played in the minimum number of games required for post season play. More information will be given out in May through TeamSideline communications.

## *Senior Minor- National & American Divisions (League Age 9-10 year olds)*

Age: Typically, this division is comprised of players with a league age of 9-10 years old. In certain instances, where an individual has advanced skill and awareness, has reached a league age of 8, AND has played at least two Spring seasons in Junior Minors, he/she will be provided the opportunity to be evaluated for playing in the Senior Minor Division. Players with a league age of 11 that are not drafted into the Major Division will play in this division as well.

Philosophy: Senior Minor Division is an important step in your child's understanding of baseball and further development of skills. In this division, players will begin playing traditional baseball with live pitching, base stealing, bunting and all the related offensive and defensive strategies. The diamond used is a 60-foot diamond and the pitching distance is 46 feet. The goal for players at this level is to develop a strong awareness of the importance of performing as a team and developing pitchers, catchers, and outfielders in addition to adjusting to the speed of a more traditional baseball game. Senior Minor baseball is a valuable transition from Junior Minor in fostering individual growth as it relates to team success. The Senior Minor division commonly fields between 16-20 teams with an average of 10- 12 players per team. This division is closed bases; players are not allowed to lead off of the bases.

Equipment: Players are permitted to bring their own batting helmets and/or bat provided that they meet Little League standards. At this level, it is recommended that players use a bat length of 28 to 30 inches and a drop of -8 to -13 (drop -10 = 30 inches and 20 ounces, for example). [Bats](#) must be Little League approved. For more specific information, see [Player Equipment](#).

Evaluations: Players in every division except for Tee Ball must attend Player Evaluations. The purpose of the evaluations is to promote a competitive balance between teams. Check the Facebook page or the website for the Player Evaluation dates for each season. We will also try to send out an email with these dates. For more information, see [Preseason – Player Evaluations](#).

Team Formation: See [Formation of Teams – Senior Minor Division](#)

Player Notification: After the teams are formed, your coach will send out an email with all the team information. The coach will be your primary contact person throughout the season.

CSLL also utilizes TeamSideline for all our communications. Information about teams can be found through this application. We encourage you to download the TeamSideline app.

Practices and Games: The practice schedule for this division will consist of multiple practices per week. Once games begin, there will be two games per week typically on Monday, Tuesday, Thursday, or Friday. All games will be held at Brian Bachmann Park or Wayne Smith Park. The regular season will comprise approximately 8-12 games.

Practice and game schedules will be available on the website when we have them ready. You can also access this information through TeamSideline.

Post Season (Spring Only!): CSLL Senior Minors are given the opportunity to try out for selection to an All Star team that will participate in a tournament against other teams within District 33. If your child decides to participate on one of the teams, the season will likely extend into the end of June and possibly the middle of July. To be eligible for the All- Star tournament, players must have participated/ attend spring season evaluations and must live or attend school within the CSLL boundaries, Also, have played in the minimum number of games required for post season play. More information will be given out in May through TeamSideline communications.

## ***Majors Division (League Age 11-12 year olds)***

Age: Typically, this division is comprised of players with a league age of 11-12 years old. In certain instances, where an individual has advanced skill and awareness, has reached a league age of 10, AND has played at least one Spring season in Senior Minors, he/she will be provided the opportunity to be evaluated for playing in the Major Division.

Philosophy: Majors is the pinnacle division of youth Little League baseball. In this division, players will utilize their acquired skills and natural ability to perform on the highest-level stage of Little League Baseball. Players are expected to be advanced in defensive and pitching skills and equipped offensively to perform well at the plate and around the bases. The dimensions used include a 60-foot diamond and the pitching distance of 46 feet. The goal for players at this level is to hone fundamental skills and perform as a cohesive unit in executing strategies at the plate and in the field while comprehending the various aspects of traditional baseball. This division is closed bases; players are not allowed to lead off of the bases.

Equipment: Players are permitted to bring their own batting helmets and/or bat provided that they meet Little League standards. At this level, it is recommended that players use a bat length of 28 to 30 inches and a drop of -8 to -13 (i.e. 30 inches and 20 ounces). [Bats](#) must be Little League approved. For more specific information, see [Player Equipment](#).

Evaluations: Players in every division except for T-Ball must attend Player Evaluations. The purpose of the evaluations is to promote a competitive balance between teams. Check the Facebook page or the website for the Player Evaluation dates for each season. We will also try to send out an email with these dates. For more information, see *Preseason – Player Evaluations*.

Team Formation: See [Formation of Teams – Majors Division](#)

Player Notification: After the teams are formed, your coach will send out an email with all the team information. The coach will be your primary contact person throughout the season.

CSLL also utilizes TeamSideline for all our communications. Information about teams can be found through this application. We encourage you to download the TeamSideline app.

Practices and Games: The practice schedule for this division will consist of multiple practices per week. Once games begin, there will be two games per week typically on Monday, Tuesday, Thursday, or Friday. All games will be held at Brian Bachmann Park or Wayne Smith Park. The regular season will comprise approximately 8-12 games.

Practice and game schedules will be available on the website when we have them ready. You can also access this information through TeamSideline.

Post Season (Spring Only!): CSLL Majors are given the opportunity to sign up for selection to an All Star team that will participate in a tournament against other teams within District 33 and beyond. If your child decides to participate on one of the teams, the season will likely extend into July and potentially August. To be eligible for the All- Star tournament, players must have participated/ attend spring season evaluations and must live or attend school within the CSLL boundaries, Also, have played in the minimum number of games required for post season play. More information will be given out in May through TeamSideline communications.

## *Intermediate Division (League Age 13 year olds)*

Age: Typically, this division is comprised of players with a league age of 13 years old. However, 11-12 year old players are eligible to participate, if selected.

**NOTE:** Due to the age of the players in this division, and the potential calendar conflicts with school sports, this division operates on a different calendar than the Tee Ball through Majors divisions. Emails will be sent by the Division Coordinator to parents of players in this division to let them know about evaluations, team placement, practices and games. This will be the main form of communication.

Philosophy: In this division, players will utilize their acquired skills and natural ability to perform on the highest-level stage of Little League Baseball. Players are expected to be advanced in defensive and pitching skills and equipped offensively to perform well at the plate and around the bases. The dimensions used include an 70-foot diamond with a pitching distance of 50 feet. The goal for players at this level is to hone fundamental skills and perform as a cohesive unit in executing strategies at the plate and in the field while comprehending the various aspects of traditional baseball. This division is open bases; players are allowed to lead off of the bases.

Equipment: Players are permitted to bring their own batting helmets and/or bat provided that they meet Little League standards. [Bats](#) must be Little League approved. For more specific information, see [Player Equipment](#).

Evaluations: Players in every division except for Tee Ball must attend Player Evaluations. The purpose of the evaluations is to promote a competitive balance between teams. Check the Facebook page or the website for the Player Evaluation dates for each season. We will also try to send out an email with these dates. For more information, see [Preseason – Player Evaluations](#).

Team Formation: See [Formation of Teams – Intermediate Division](#)

Player Notification: After the teams are formed, your coach will send out an email with all the team information. The coach will be your primary contact person throughout the season.

CSLL also utilizes TeamSideline for all our communications. Information about teams can be found through this application. We encourage you to download the TeamSideline app.

Practices and Games: The practice schedule for this division will consist of two practices per week. Once games begin, there will be two games per week typically on Monday, Tuesday, Thursday, or Friday. Most practices and home games will be held at Brian Bachmann Athletic Complex. However, some games may be held against other leagues within our district. Some travel may be required.

Practice and game schedules will be available on the website when we have them ready. You can also access this information through TeamSideline.

Post Season (Spring Only!): CSLL Intermediate division players are given the opportunity to sign up for selection to an All Star team that will participate in a tournament against other teams within District 33 and beyond. If your child decides to participate on one of the teams, the season will likely extend into July and potentially August. To be eligible for the All- Star tournament, players must have participated/ attend spring season evaluations and must live or attend school within the CSLL boundaries, Also, have played in the minimum number of games required for post season play More information will be given out in May through TeamSideline communications.

## *Junior Division (League Age 13-14 year olds)*

Age: Typically, this division is comprised of players with a league age of 13-14 years old. However, 12 year old players are eligible to participate, if selected.

**NOTE:** Due to the age of the players in this division, and the potential calendar conflicts with school sports, this division operates on a different calendar than the Tee Ball through Majors divisions. Emails will be sent by the Division Coordinator to parents of players in this division to let them know about evaluations, team placement, practices and games. This will be the main form of communication.

Philosophy: In this division, players will utilize their acquired skills and natural ability to perform on the highest-level stage of Little League Baseball. Players are expected to be advanced in defensive and pitching skills and equipped offensively to perform well at the plate and around the bases. The dimensions used are the same as a full-size baseball field and include a 90-foot diamond with a pitching distance of 60 feet, 6 inches. The goal for players at this level is to hone fundamental skills and perform as a cohesive unit in executing strategies at the plate and in the field while comprehending the various aspects of traditional baseball. This division is open bases; players are allowed to lead off of the bases.

Equipment: Players are permitted to bring their own batting helmets and/or bat provided that they meet Little League standards. [Bats](#) must be Little League approved. For more specific information, see [Player Equipment](#).

Evaluations: Players in every division except for Tee Ball must attend Player Evaluations. The purpose of the evaluations is to promote a competitive balance between teams. Check the Facebook page or the website for the Player Evaluation dates for each season. We will also try to send out an email with these dates. For more information, see [Preseason – Player Evaluations](#).

Team Formation: See [Formation of Teams – Junior Division](#)

Player Notification: After the teams are formed, your coach will send out an email with all the team information. The coach will be your primary contact person throughout the season.

CSLL also utilizes TeamSideline for all our communications. Information about teams can be found through this application. We encourage you to download the TeamSideline app.

Practices and Games: The practice schedule for this division will consist of two practices per week. Once games begin, there will be two games per week typically on Monday, Tuesday, Thursday, or Friday. Most practices and home games will be held at Brian Bachmann Athletic Complex. However, some games may be held against other leagues within our district. Some travel may be required.

Practice and game schedules will be available on the website when we have them ready. You can also access this information through TeamSideline.

Post Season (Spring Only!): CSLL Junior division players are given the opportunity to sign up for selection to an All Star team that will participate in a tournament against other teams within District 33 and beyond. If your child decides to participate on one of the teams, the season will likely extend into July and potentially August. To be eligible for the All- Star tournament, players must have participated/ attend spring season evaluations and must live or attend school within the CSLL boundaries, Also, have played in the minimum number of games required for post season play. More information will be given out in May through TeamSideline communications.

## ***Senior Division (League Age 15-16 year olds)***

Age: Typically, this division is comprised of players with a league age of 15-16 years old. However, 14 year old players are eligible to participate, if selected.

**NOTE:** Due to the age of the players in this division, and the potential calendar conflicts with school sports, this division operates on a different calendar than the Tee Ball through Majors divisions. Emails will be sent by the Division Coordinator to parents of players in this division to let them know about evaluations, team placement, practices and games. This will be the main form of communication.

Philosophy: In this division, players will utilize their acquired skills and natural ability to perform on the highest-level stage of Little League Baseball. Players are expected to be advanced in defensive and pitching skills and equipped offensively to perform well at the plate and around the bases. The dimensions used are the same as a full-size baseball field and include a 90-foot diamond with a pitching distance of 60 feet, 6 inches. The goal for players at this level is to hone fundamental skills and perform as a cohesive unit in executing strategies at the plate and in the field while comprehending the various aspects of traditional baseball. This division is open bases; players are allowed to lead off of the bases.

Equipment: Players are permitted to bring their own batting helmets and/or bat provided that they meet Little League standards. [Bats](#) must be Little League approved. For more specific information, see [Player Equipment](#).

Evaluations: Players in every division except for Tee Ball must attend Player Evaluations. The purpose of the evaluations is to promote a competitive balance between teams. Check the Facebook page or the website for the Player Evaluation dates for each season. We will also try to send out an email with these dates. For more information, see [Preseason – Player Evaluations](#).

Team Formation: See [Formation of Teams – Senior Division](#)

Player Notification: After the teams are formed, your coach will send out an email with all the team information. The coach will be your primary contact person throughout the season.

CSLL also utilizes TeamSideline for all our communications. Information about teams can be found through this application. We encourage you to download the TeamSideline app.

Practices and Games: The practice schedule for this division will consist of two practices per week. Once games begin, there will be two games per week typically on Monday, Tuesday, Thursday, or Friday. Most practices and home games will be held at Brian Bachmann Athletic Complex. However, some games may be held against other leagues within our district. Some travel may be required.

Practice and game schedules will be available on the website when we have them ready. You can also access this information through TeamSideline.

Post Season (Spring Only!): CSLL Senior division players are given the opportunity to sign up for selection to an All Star team that will participate in a tournament against other teams within District 33 and beyond. If your child decides to participate on one of the teams, the season will likely extend into July and potentially August. To be eligible for the All- Star tournament, players must live in the CSLL boundary and have played in a minimum number of games during the season. More information will be given out in May through TeamSideline communications.

## **Preseason**

The preseason consists of online player registration which identifies division appropriation by player age, player evaluations, formation of teams (draft), and team practices. All players who wish to participate in CSLL must be registered in TeamSideline. A player's birth certificate should be uploaded into TeamSideline during the registration process (LL Regulation IV(b)).

### ***Player Evaluations***

Players in every division except for T-Ball must attend Player Evaluations. The purpose of the evaluations is to promote a competitive balance between teams. Player Evaluations will be conducted on a day and time approved by the Board of Directors for that season. The process for Player Evaluations may vary from season to season but will generally consist of players being



evaluated on hitting, fielding, throwing and pitching (if applicable). The information from evaluations will be used by managers/coaches in the draft process to pick players. For players to be considered for All-Stars must attend player evaluations.

## ***Formation of Teams***

Teams in each division will be formed using a draft process as outlined below. This process is decided on by the Board of Directors each season according to local league rules and rules set forth by Little League.

Due to the size of our league, requests for specific teams, players or coaches are unable to be honored. Once teams are formed, coaches will contact and inform the team of practice schedules and other essential information. Team placements are considered final once the draft process is complete.

## **Secrecy**

Players shall never be told the position in which they were drafted. CSLL drafts are private and confidential in nature. Draft order shall not be communicated beyond the confines of the draft to anyone, including parents. Photographs of the draft whiteboard or any other method of recording draft picks are strictly prohibited by any team representative. For this reason, only one coach/team representative per team is allowed in the draft room.

## **Collusion**

CSLL strives to provide a “level playing ground” for teams being formed during the preseason. In an effort to protect against talent disparity in the league, teams shall be drafted according to the process described herein. Where there is sufficient reason to suspect that collusion amongst managers exists for the purposes of “stacking teams” during the draft, the CSLL President, at his/her discretion, may take any measure necessary to ensure the integrity of the draft is not violated.

## **T-Ball Divisions**

T-Ball teams will be drafted using a process determined by the President and Player Agent with approval from the CSLL Board of Directors.

**NOTE:** Head coaches cannot choose assistant coaches until ALL teams have a head coach.

## **Junior Minor-National & American Division**

Junior Minor is split into 2 divisions, we have the National and American divisions. Each division is formed with the players date of birth. Players with an even date of birth will be in the National division and players with an odd date of birth will be in the American division. Teams are formed

via a draft which takes place after Player Evaluations. Each team is allowed 1 Head Coach/Manager and 3 Assistant Coaches on a team. The Head Coach/Manager child is automatically selected and then the remaining players are drafted in snake format. Due to the size of our league, requests for specific teams, players or coaches are unable to be honored. Once teams are formed, coaches will contact and inform the team of practice schedules and other essential information. Team placements are considered final once the draft process is complete.

- There is only one protected Assistant Coach in this division.
- The Head Coach/Manager will draft his protected Assistant Coach's child with his second round pick. If the protected Assistant Coach has 2 children in the division, the Head Coach/Manager must select the sibling with his first pick. The Head Coach/Manager will draft his child in the 3<sup>rd</sup> round. If the Head Coach/Manager has 2 children in the division, the second child will be the fourth round draft pick.
- The draft is a snake draft, except between the 3<sup>rd</sup> and 4<sup>th</sup> rounds, where it will not switch. This is to keep the integrity of the snake draft where the 3<sup>rd</sup> round picks are head coach's children and very few selections are made in that round.
- If a Head Coach/Manager drafts a player with a sibling, he/she must draft the sibling with their next pick.
- Players MUST attend Evaluations. If a child is NOT at Evaluations, he/she will be randomly assigned to a team without being drafted. After the final draft-eligible player is picked, the snake draft order will continue and players will be assigned in alphabetical order by age until all players are assigned to a team.
- Snake draft order is determined by drawing numbers from a hat. Each Head Coach/Manager will pick their team name with their final draft pick.
- NOTE: Head coaches cannot choose assistant coaches until ALL teams have a head coach. The draft cannot commence until all head coaches are in place.

## **Senior Minor-National & American Division**

Senior Minor is split into 2 divisions, we have the National and American divisions. Each division is formed with the players date of birth. Players with an even date of birth will be in the National division and players with an odd date of birth will be in the American division. Teams are formed via a draft which takes place after Player Evaluations. Each team is allowed 1 Head Coach/Manager and 2 Assistant Coaches on a Team. The Head Coach/Manager child is automatically selected and then the remaining players are drafted in snake format. Due to the size of our league, requests for specific teams, players or coaches are unable to be honored. Once teams are formed, coaches will contact and inform the team of practice schedules and other essential information. Team placements are considered final once the draft process is complete.

- There are no protected players or coaches.

- Players MUST attend Evaluations. If a child is NOT at Evaluations, he/she will be randomly assigned to a team without being drafted. After the final draft-eligible player is picked, the snake draft order will continue and players will be assigned in alphabetical order by age until all players are assigned to a team.
- The Head Coach/Manager will draft his child in the 3<sup>rd</sup> round. If the Head Coach/Manager has 2 children in the division, the second child will be the fourth round draft pick.
- The draft is a snake draft, except between the 3<sup>rd</sup> and 4<sup>th</sup> rounds, where it will not switch. This is to keep the integrity of the snake draft where the 3<sup>rd</sup> round picks are head coach's children and very few selections are made in that round.
- If a Head Coach/Manager drafts a player with a sibling, he/she must draft the sibling with their next pick.
- Snake draft order is determined by drawing numbers from a hat. Each Head Coach/Manager will pick their team name with their final draft pick.
- NOTE: Head coaches cannot choose assistant coaches until ALL teams have a head coach. The draft cannot commence until all head coaches are in place.

## **Majors Division**

Teams are formed via a draft which takes place after Player Evaluations. Each team is allowed 1 Head Coach/Manager and 2 Assistant Coaches on a Team. The Head Coach/Manager child is automatically selected and then the remaining players are drafted in snake format. and their children on a team, then the remaining players are drafted in snake format. Due to the size of our league, requests for specific teams, players or coaches are unable to be honored. Once teams are formed, coaches will contact and inform the team of practice schedules and other essential information. Team placements are considered final once the draft process is complete.

- There are no protected players or coaches.
- Players MUST attend Evaluations. If a child is NOT at Evaluations, he/she will be randomly assigned to a team without being drafted. After the final draft-eligible player is picked, the snake draft order will continue and players will be assigned in alphabetical order by age until all players are assigned to a team or the teams are full.
- All league age 12-year old players must play in the Major division unless a waiver is filed with Little League in accordance with the Little League rulebook.
- Only league age 10 and 11-year old players that attend Evaluations and achieve a minimum proficiency rating (to be determined by league officials) will be placed in the Major division draft pool.
- This division is limited to 8 teams of 10-12 players. Players who are signed up in this division but are not drafted will play in the Senior Minor division.

- Snake draft order is determined by drawing numbers from a hat. Each Head Coach/Manager will pick their team name with their final draft pick.

## **Intermediate Division**

Teams are formed via a draft which takes place after Player Evaluations. Each team is allowed 1 Head Coach/Manager and 2 Assistant Coaches and their children on a team, then the remaining players are drafted in snake format. Due to the size of our league, requests for specific teams, players or coaches are unable to be honored. Once teams are formed, coaches will contact and inform the team of practice schedules and other essential information. Team placements are considered final once the draft process is complete.

- There are no protected players or coaches.
- Snake draft order is determined by drawing numbers from a hat. Each Head Coach/Manager will pick their team name with their final draft pick.

## **Junior Division**

Teams are formed via a draft which takes place after Player Evaluations. Each team is allowed 1 Head Coach/Manager and 2 Assistant Coaches on a team. The Head Coach/Manager child is automatically selected and then the remaining players are drafted in snake format. Due to the size of our league, requests for specific teams, players or coaches are unable to be honored. Once teams are formed, coaches will contact and inform the team of practice schedules and other essential information. Team placements are considered final once the draft process is complete.

- There are no protected players or coaches.
- Snake draft order is determined by drawing numbers from a hat. Each Head Coach/Manager will pick their team name with their final draft pick.

## **Senior Division**

Teams are formed via a draft which takes place after Player Evaluations. Each team is allowed 1 Head Coach/Manager and 2 Assistant Coaches on a team. The Head Coach/Manager child is automatically selected and then the remaining players are drafted in snake format. Due to the size of our league, requests for specific teams, players or coaches are unable to be honored. Once teams are formed, coaches will contact and inform the team of practice schedules and other essential information. Team placements are considered final once the draft process is complete.

- There are no protected players or coaches.
- Snake draft order is determined by drawing numbers from a hat. Each Head Coach/Manager will pick their team name with their final draft pick.

## **Player Trades**

Upon immediate completion of the draft, a short period shall be allotted for the trading of players between teams. Any player on any team may be traded for any other player on any other team when the Managers of each team involved in the trade and the Division Coordinator agree to the trade, subject to approval by the CSLL President or Player Agent. Once the draft administrator has left the building, there will be no more trades and teams are final.

## ***Refund Policy***

Once players are assigned to a team, CSLL will no longer issue refunds as our league begins to incur expenses for field use, uniforms, equipment, insurance and other administrative and operations costs. This policy can be amended by the CSLL Board of Directors in special circumstances where it is deemed necessary. Please email [registration@collegestationlittleleague.com](mailto:registration@collegestationlittleleague.com) for more information.

## **Volunteers**

Parent participation is one of the keys to the success of any youth volunteer league. Responsible parents are needed as managers, coaches, sponsors, team parents, and scorekeepers. We always need volunteers to help keep our league running and to experience the joys of providing young players with a fun and lifelong baseball experience. Please sign up as a volunteer at the CSLL website or during registration.

## ***Team Managers and Coaches***

Coaching is a great way to enjoy time with your child while introducing the skills essential for children in this age group and developing the fundamental elements of baseball. Prior to each Spring and Fall season, we conduct coaching training to review practice techniques and drills to make practices more productive. If you cannot help, please remember that your coach is a volunteer and give them your full support.

## ***Board of Directors***

Parent participation on the CSLL Board of Directors is encouraged. All meetings are open to the public and take place on the third Wednesday of each month. The Annual Meeting takes place in July as set forth in the CSLL Constitution. You can speak with any current Board member or email [president@collegestationlittleleague.com](mailto:president@collegestationlittleleague.com) for more information.

# Field Access

Practices and games that take place on Brian Bachmann Athletic Complex (BBAC) and Wayne Smith (WS) baseball fields or other approved facilities are scheduled through the [CSLL Scheduling Official](#). Each team in a division is provided equal access to the fields.

Teams may conduct additional practices on fields other than BBAC and WS, if the field is at a recognized city park or CSISD school and the field has a backstop.

No practices are allowed on the playing fields at BBAC and WS on days when games are scheduled.

# Players

- The league age is defined as a player's age on August 31 of each year depending on the year of birth.
- Players must meet the eligibility requirements under Little League's definition of residence or school attendance described in the official Little League Rule Book.
  - Players who meet recently moved out of CSLL boundaries but have played the most recent Spring season with us, may request a Regulation II(d) waiver to continue playing with CSLL.
  - Once the waiver has been approved, it should be uploaded into their TeamSideline account.
- No limit is placed on the number of players on a team of a certain age.
- If a team loses a player for the season on the roster through illness, injury, changes of address, or other justifiable reasons (subject to Board approval), another player shall be obtained through the CSLL Player Agent for the division in a manner that complies with LL Regulation III(d). There is a time limit of one week to fill a vacant position on the roster. No replacements are allowed during the last 2 weeks of the regular season.
- All players shall meet the mandatory play requirements.
  - Individual divisions may have additional requirements associated with mandatory play.
  - Penalties for violations of the mandatory play requirement shall be as defined in Regulation IV(i).

# Player Equipment

CSLL provides players with a cap and game jersey. Parents will be responsible for player pants, socks, and belts. The manager/head coach of the team will inform parents of the team jersey color and will recommend what color socks, belt and pants to purchase. In addition, there will be batting helmets and catcher's gear at the field for players to share. A baseball glove is the only equipment required. The glove should be the softest and largest the player can handle. Well broken-in, leather gloves work best and will enable the child to catch and hold onto the ball better than a smaller, stiff, plastic version. Additionally,

- Players shall wear the designated hat and jersey during a game. Players are also required to wear baseball pants during games. A player shall not participate in a game if they are not wearing the proper uniform.
- Jerseys shall be tucked in during the game.
- The bill of the baseball cap shall be worn to the front during the game.
- Rubber baseball cleats are recommended. Shoes with metal spikes or cleats are not permitted (Exception: Intermediate, Junior and Senior division players may wear metal spikes).
- All male players must wear a protective cup at all practices and games.
- Players must not wear watches, rings, pins, jewelry, or other metallic items. Jewelry that alerts medical personnel to a specific condition is permissible (LL Rule 1.11(j)).
- Batters and runners shall wear a protective helmet approved by NOCSAE (see LL Rule 1.16).
- The first baseman may use a first-baseman's mitt or a regular fielder's glove.
- Baseballs for game play shall be provided by the CSLL Official on duty.
- The traditional batting doughnut is NOT permitted.

## *Bats*

All bats must meet Little League specifications. Specific [bat requirements](#) can be found on the Little League website.

When an illegal bat is discovered, it must be removed immediately and may not be used or remain in the dugout. Any bat that has been altered shall be removed from play. The use of pine tar or any other similar substance is prohibited at all levels of Little League Baseball. Use of these substances shall result in the bat being declared illegal and removed from play.

- **Penalty** – Game Play: See Rule 6.06(d) regarding game play penalties after discovery.

- **Penalty** – Team Staff: First offense – team shall lose one (1) adult base coach. Second offense – team manager shall be ejected. Subsequent offenses shall cause the newly designated manager to be ejected (Rule 6.06 (d)(2) and (3)).

## *Pitchers*

Any part of the pitcher's undershirt or T-shirt exposed to view shall be of a solid color. The pitcher's undershirt sleeves, if exposed, shall not be white or gray. Neoprene sleeves, if worn by a pitcher, must be covered by an undershirt. A pitcher may not wear any items on his/her hands, wrists, or arms which may be distracting to the batter. The pitcher's glove, exclusive of piping, shall not be white or light gray in color, or, in the opinion of the umpire, distracting to the batter. A pitcher may wear a batting glove on his/her non-throwing hand that is not white, gray, or optic yellow (LL Rule 1.11a(3)).

## *Catchers*

- Catchers must wear the following equipment during a game and when warming up a pitcher:
  - long-type chest protector,
  - throat guard,
  - shin guards protective mask with helmet, and
  - catcher's mitt.
- Catchers are required to use a catcher's mitt during games and when warming up a pitcher. If a catcher is left-handed, the manager is responsible for contacting the CSLL Official responsible for equipment to arrange for a left-handed catcher's mitt.
- A player shall not be permitted to play the catcher position without the proper equipment.

## **Umpires**

The Umpire in Chief shall be responsible for making all decisions regarding the play of the game from the start of the game until its conclusion. Any umpire may, at his or her discretion, request clarification of any local rule from the Board Member on duty. However, any decision regarding the events which transpire on the field of play are the sole responsibility of the umpire.

Only the team manager/head coach may confer with an umpire and only after permission is granted by the umpire.

**NOTE:** The adult representative of the team that appears at the plate meeting shall be understood by the umpire to be the manager/head coach for that game.



Any umpire decision which involves judgement such as fair or foul, safe or out, ball or strike, is final. No player, manager, or coach shall object to such decisions. If there is a reasonable doubt that the umpire's decision may be in conflict with the rules, the manager/head coach may appeal the decision and ask that a correct ruling be made. Such an appeal shall only be made to the umpire who made the protested decision. If a decision is appealed by the manager/head coach, the umpire who made the call may ask another umpire before making a decision or deny the request outright.

If a manager/head coach takes exception to a ruling provided by the umpire due to a decision which is in conflict with the rules, including any local rules, the manager/head coach may elect to continue the game under protest in accordance with LL Rule 4.19. The CSLL Official on duty shall be responsible for notating any protests filed during or after a game.

## *Training*

The Umpire Coordinator will schedule a meeting with umpires before each season to review Little League rules and changes as well as CSLL Ground Rules and any adjustments made by the CSLL Board. Additionally, umpires are required to complete a background check, online Basic First Aid training, and online Abuse Awareness training. Little League requires this in order to comply with the mandates set forth by the "Protecting Young Victims from Sexual Abuse and Safe Sport Act of 2017." Like all volunteers, umpires are also considered mandated reporters under the Safe Sport Act. For more information, please refer to the [Minor Athlete Safety Policies](#) section of this document.

## *Equipment*

CSLL provides equipment, but umpires are welcome to wear their own if preferred. Umpires should communicate equipment needs or concerns to the Umpire Coordinator.

## **Manager/Head Coach Equipment**

CSLL provides equipment to coaches for practices and games. For the T-Ball divisions, each Head Coach/Manager will pick up a bag for their team. The bag will include equipment for use in practice as suggested in the LL T-Ball Training Manual, catcher's gear, bases, batting helmets, Tee Ball baseballs, and a tee. The T-Ball Coordinator will let the coaches know when they can pick up equipment bags before the season begins and will arrange for the bags to be collected at the end of the season.

For the other divisions, two equipment bags for each field will be provided in the facility's equipment room. The Head Coach/Manager who plays on the field first will be responsible for bringing the bags to the field. The Head Coach/Manager who plays on the field last will be responsible for gathering all the equipment back in the bags and returning them to the facility's equipment room. Each team is responsible for returning the equipment used to the bags when they are finished.

## *Pitching Machines – General*

Team Managers/Head Coaches in the Junior Minor division are responsible for the setup and removal of pitching machines from the field of play. It is the responsibility of both teams to set up and remove machines during scheduled practices and games. The Home Team Manager/Head Coach should set up the machine, and the Visiting Team Manager/Head Coach should take the machine down.

- DO use the 2-wheeled dolly to transport the machine to and from the field.
- DO observe the pitching speed for your respective division during games and practices.
- DO NOT transport the machine without the dolly (please!). Machine damage has occurred when the transport dolly is not used to move the machines.
- DO NOT use synthetic leather baseballs in ANY machine at ANY time. Synthetic-covered baseballs (non-genuine leather) ruin the surface of our pitching machine wheels resulting in inconsistent pitch delivery to batters.

## **Field Decorum**

The actions, on or off the field, of players, managers, coaches, umpires, and league officials must be above reproach. Any player, manager, coach, umpire, or league representative who is involved in a verbal or physical altercation, or an incident of unsportsmanlike conduct, at the game site or any other Little League activity including through online or social media, is subject to disciplinary action by the local league Board of Directors. (LL Regulation XIV(a)).

## *Unbecoming Conduct*

Unsportsmanlike or other unbecoming conduct brought before the CSLL Board of Directors shall be reviewed by the CSLL Complaint Resolution Committee, as laid out in the CSLL Constitution. Conduct determined to be detrimental to the league may include punishment up to and including removal as a manager or coach for the duration of the current season and prohibition from managing or coaching for future seasons.

## *Board Members*

Any CSLL Board Member participating in an official game as a Manager or Coach shall not wear clothing which identifies him or her as a Board Member (i.e., CSLL-issued shirts which state “Board Member”).

## *Managers & Coaches*

- All on-field personnel shall possess and display in plain view a CSLL-issued teamed jersey indicating they are a Manager or Assistant Coach for the current season for the entirety of the game (umpires are excluded).
- Little League requires that all Managers, Coaches, or other volunteers complete an application each season, complete a background check annually (at a minimum), and be approved by the CSLL Board.
- Managers and Coaches are expected to and will:
  - Exemplify standards of good sportsmanship on and off the field;
  - Exemplify neatness and propriety in their conduct and dress. Clothing displaying profanity or themes which are inappropriate in nature for a Little League event is also prohibited. All on-field managers or coaches may not wear attire that promotes other, non-CSLL, youth baseball organizations.;
  - Ensure that managers, coaches, and players follow Little League rules;
  - Observe that each team player is in uniform for games; and
  - Observe that each dugout is promptly cleaned of trash and equipment after each game.
- There will be an automatic, mandatory suspension for any manager/coach ejected from a game by an umpire. This suspension will be through the next playable game, including practices. The Manager/Coach may appeal to the CSLL Protest Committee within 72 hours.
- Conversations with umpires should occur behind home plate, not from the dugout. Ask for time and then approach the umpire with your question or dispute. Do not yell at the umpires from the dugout.

## *Volunteer Expectations*

Little League and CSLL define a league volunteer as “all managers, coaches, Board of Directors members and any other persons or hired workers, who provide regular service to the league and/or have repetitive access to, or contact with, players or teams.”

- All volunteers working with CSLL are expected to refrain from posting anything disparaging to the league, players or other volunteers on social media.
- All on-field personnel shall possess and display in plain view a CSLL-issued volunteer badge for the current season for the entirety of the game (Umpires are excluded).

- All volunteers must complete a volunteer application through TeamSideline each season. When completing registration, volunteers should upload a copy of their Driver's License to TeamSideline (if they have not previously done so).
- Volunteers are required to submit to a background check by CSLL annually. These background checks are performed by JDP, a company contracted with the Little League organization. Information gathered for background checks and results is considered confidential, protected from public disclosure, and not used for any purpose beyond determining volunteer eligibility. (LL Regulation I(c)9)
- Volunteers will be required to complete an appropriate training as decided by the CSLL Board of Directors prior to each season.

# Ground Rules for the Beginner T-Ball Division

The Little League rules shall define the rules of play for a game. Additionally, the following local ground rules will apply for this division.

- No food is allowed in the dugout or on the field of play during a ballgame.
- There will be NO on deck batters permitted on the playing fields (LL Rule 1.08).
- Only uniformed players, managers, and coaches are permitted in the dugout during a game. Batboys and/or batgirls are not permitted.
- Cell phone use is not permitted on the playing field or in the dugout during a game.

## *Pre-Game*

- A game will start promptly at the designated time and end after a 50-minute time limit. No inning shall start after the time limit expires. Any inning started before the time limit expires will be completed.
- T-Ball teams may play with a minimum of 5 players.

## *General Rules*

- No official score will be kept. Wins and losses will not be recorded by the league.
- There will be no strikeouts; only foul balls. A ball is foul any time the bat hits the tee or is not put into play. Any ball caught in the air is considered an out whether it is foul or not.
- A ball must travel beyond a 10-foot arch beyond the home plate to be in play.
- There will be no infield fly rule.
- A ball is out of play once it is in the infield and in control. The player who has control of the ball can be either an infield or an outfield player.
- If a player is tagged out or is out on a force play, he or she must leave the playing field.
- The batter's turn at bat will continue until the ball is hit into fair play.
- Teams will rotate at-bats when the entire lineup has batted.
- Batters must take care to safely drop their bat before running to first base. Do NOT throw the bat in an unsafe manner. The penalty for thrown bats: 1st offense - player is issued a warning. 2nd offense - player cannot participate in the remainder of the game (this is not considered an ejection, however). Player must leave the dugout.

## *Manager/Coaches*

- Only 3 offensive coaches shall be on the field: 1st base, 3rd base, and batting coach.
- Only 2 defensive coaches shall be permitted on the field and will call outs at the bases.
- 1 Coach must remain in the dugout at all times.
- The batting coach will place the ball on the tee and will rule as to if a ball is foul.
- The batting coach is the coach who warns the players at bat about throwing the bat. This coach will determine if the player at bat is out when the bat is thrown.
  - This rule should be explained to the player when it happens (even if the player is not called out) so they understand how dangerous it can be.
- There are no limits on additional coaches that are located off the playing field.
- Managers/Head Coaches are responsible to coordinate cleaning trash from the areas around the playing field prior to, during and especially after games.

## *Mandatory Play*

- Teams shall bat in a continuous batting order that includes all players on the team roster present for the game batting in order pursuant to LL Rule 4.04. If a player leaves the park during the game, his position is skipped without penalty. Any player showing up late for a game will be added to the end of the batting order.
- All players are eligible to be in the field while on defense. However, the infield shall only consist of enough players to play each of the positions; Pitcher, Catcher, First Base, Second Base, Third Base, and Short Stop. Remaining players should be in the outfield.
- Outfielders should be positioned far enough behind infield players as to not obstruct the infielder's ability to make a play on the ball. Typically, this distance should equate to at least 15 feet behind infield position players.
- All players must play an infield position for at least one inning.
- Players should rotate positions each inning.
- The penalty for not enforcing mandatory play (including moving players to different positions) will be assessed according to the LL Rulebook Regulation IV(i).

## *Equipment*

- The Home Team Manager/Head Coach provides the game balls and tee.

- The players awaiting a turn at bat must be situated behind a protective fence or approved screening apparatus.
- Catchers must wear protective gear as specified in the [Player Equipment](#) section of this document.

### *Postponement or Suspension of a Game*

- Rain-outs will be called by the CSLL Official on duty before game times start, but not before 4 pm on game day.
- For weather occurring during a game, see the [Lightning and Hazardous Weather Policy](#).

# Ground Rules for the Coach Soft-Toss T-Ball Division

The Little League rules shall define the rules of play for a game. Additionally, the following local ground rules will apply for this division.

- No food is allowed in the dugout or on the field of play during a ballgame.
- There will be NO on deck batters permitted on the playing fields (LL Rule 1.08).
- Only uniformed players, managers, and coaches are permitted in the dugout during a game. Batboys and/or batgirls are not permitted.
- Cell phone use is not permitted on the playing field or in the dugout during a game.

## *Pre-Game*

- A game will start promptly at the designated time and end after a 50-minute time limit. No inning shall start after the time limit expires. Any inning started before the time limit expires will be completed.
- T-Ball teams may play with a minimum of 5 players.

## *General Rules*

- No official score will be kept. Runs will only be recorded for the sake of the run rule. Wins and losses will not be recorded by the league.
- Outs will be recorded. The inning ends and the next inning begins the moment the third out is made or when the run limit has been reached in any given inning.
- There will be no infield fly rule.
- A ball must travel beyond a 10-foot arch beyond the home plate to be in play.
- Any ball caught in the air is considered an out whether it is foul or not.
- If a player is tagged out or is out on a force play, he or she must leave the playing field.
- Batters must take care to safely drop their bat before running to first base. Do NOT throw the bat in an unsafe manner. The penalty for thrown bats: 1st offense - player is issued a warning. 2nd offense - player cannot participate in the remainder of the game (this is not considered an ejection, however). Player must leave the dugout.



## *Rules for Offensive Play*

- 5 run limit per half inning.
- Coaches will toss a maximum of 3 hittable pitches. Then, the player will be allowed 2 swings ONLY from the tee. A foul ball on the 3rd pitch does not count towards the 3 pitch limit.
- If a player swings to all 3 pitches and misses, then fails to hit the ball on his/her 2<sup>nd</sup> swing off the tee, he/she will be called out.
- Manager/Coach will throw overhand from a mark ~20 feet from the plate either from a knee, or from a standing position
- Each runner, including the batter, can advance only 1 base beyond the base they are running to at the time of an overthrow during play. Advancing on an overthrow is at the runner's risk to be put out. Only one overthrow will be counted per play, or at bat.

## *Rules for Defensive Play*

- The Umpire, at his/ her discretion, will call time once the ball is in the infield in the control of an infielder and will determine when a player is out.
- Infielders shall play infield only. Positional boundary will be enforced.
- 1st baseman - Can ONLY tag 1st base and or runner coming from home
- 2nd baseman - Can ONLY tag 2nd base and or runner going from 1st to 2nd
- 3rd baseman - Can tag 3rd base, runner going from 2nd to 3rd and or runner going from 3rd to home
- Short Stop - Can ONLY tag 2nd base and or runner going from 2nd to 3rd
- Pitcher shall play within the area of the pitcher's mound.
- Pitcher can only tag a runner going to 1<sup>st</sup> base or home plate if the ball is fielded in that area. Otherwise, they must make an overhand throw.
- Outfielders shall play in their outfield grass areas only. Positional boundary will be enforced.
- Outfielders must make an overhand throw. Outfielders cannot tag a base or runner.

## *Manager/Coaches*

- Only 3 offensive coaches shall be on the field: 1st base, 3rd base, and pitching coach.

- Only 2 defensive coaches shall be permitted on the field and will call outs at the bases when an umpire is not present.
- 1 Defensive coach will stand behind the catcher, at the fence, to field missed pitches in the interest of maintaining a faster pace of play.
- 1 Coach must remain in the dugout at all times.
- The pitching coach will place the ball on the tee and will rule as to if a ball is foul when an umpire is not present.
- The pitching coach is the coach who warns the players at bat about throwing the bat. This coach will determine if the player at bat is out when the bat is thrown when an umpire is not present.
  - This rule should be explained to the player when it happens (even if the player is not called out) so they understand how dangerous it can be.
- There are no limits on additional coaches that are located off the playing field.
- Managers/Head Coaches are responsible to coordinate cleaning trash from the areas around the playing field prior to, during and especially after games.

## *Mandatory Play*

- Teams shall bat in a continuous batting order that includes all players on the team roster present for the game batting in order pursuant to LL Rule 4.04. If a player leaves the park during the game, his position is skipped without penalty; however, he cannot return to the game at any point. Any player showing up late for a game will be added to the end of the batting order.
- All players are eligible to be in the field while on defense. However, the infield shall only consist of enough players to play each of the positions; Pitcher, Catcher, First Base, Second Base, Third Base, and Short Stop. Remaining players should be in the outfield.
- Outfielders should be positioned far enough behind infield players as to not obstruct the infielder's ability to make a play on the ball. Typically, this distance should equate to at least 15 feet behind infield position players.
- Catcher is a mandatory infield position if playing with less than 10 players. Adjust outfielders accordingly.
- All players must play an infield position for at least one inning.
- Players should rotate positions each inning.
- The penalty for not enforcing mandatory play (including moving players to different positions) will be assessed according to the LL Rulebook Regulation IV(i).

## *Equipment*

- The Home Team Manager/Head Coach provides the game balls and tee.
- The players awaiting a turn at bat must be situated behind a protective fence or approved screening apparatus.
- Catchers must wear protective gear as specified in the [Player Equipment](#) section of this document.

## *Postponement or Suspension of a Game*

- Rain-outs will be called by the CSLL Official on duty before game times start, but not before 4 pm on game day.
- The Umpire-in-Chief is responsible for determining the status once the game has started. He/She will evaluate field conditions for safety when determining if the game should continue. All rules listed in the [Lightning and Hazardous Weather Policy](#) must also be followed.

# Ground Rules for the Competitive T-Ball Division

The Little League rules shall define the rules of play for a game. Additionally, the following local ground rules will apply for this division.

- No food is allowed in the dugout or on the field of play during a ballgame.
- There will be NO on deck batters permitted on the playing fields (LL Rule 1.08).
- Only uniformed players, managers, and coaches are permitted in the dugout during a game. Batboys and/or batgirls are not permitted.
- Cell phone use is not permitted on the playing field or in the dugout during a game.

## *Pre-Game*

- A game will start promptly at the designated time and end after a 50-minute time limit. No inning shall start after the time limit expires. Any inning started before the time limit expires will be completed.
- If a game starts at a time other than the designated time, the Umpire-in-Chief will notify the official scorekeeper and Managers/Head Coaches as to the official starting time of the game.
- Teams must have a minimum of 6 players. Ghost outs shall not be enforced.
- Managers/Head Coaches must exchange lineups before the game.
- The Home Team Manager/Head Coach, or his/her duly authorized assistants, will arrive at the field no later than 30 minutes before game time. He/She will take charge and be responsible for enforcement of all rules until the field has been cleared after the game, except during the time the Umpire-in-Chief is in control. As soon as the Umpire-in-Chief arrives, the Home Team Manager/Head Coach will report to him for instructions as may be needed so that the game can start without delay. During the time the Umpire-in-Chief is in charge, the Home Team Manager/Head Coach will assist him, if needed, in seeing that general park rules are observed.
- The Home Team Manager/Head Coach will be responsible for the Official Scorebook.
- The Visiting Team Manager/Head Coach will provide an ADULT volunteer to operate the scoreboard.

## *General Rules*

- Official score and outs will be recorded. The half inning will end at either 3 outs or when the run limit has been reached.

- Any ball caught in the air is considered an out whether it is foul or not.
- A ball must travel beyond a 10-foot arch beyond the home plate to be in play.
- If a player is tagged out or is out on a force play, he or she must leave the playing field.
- Free substitutions of team players may occur throughout the game.
- Courtesy runners shall not be permitted.
- The following establishes the use of specific rules during Competitive Tee Ball division games:
  - The Infield Fly rule shall not be called by the umpire during a game.
  - A batter shall not intentionally bunt the ball.
  - No base stealing – even if there is a passed ball.
- Batters must take care to safely drop their bat before running to first base. Do NOT throw the bat in an unsafe manner. The penalty for thrown bats: 1st offense - player is issued a warning. 2nd offense - player cannot participate in the remainder of the game (this is not considered an ejection, however). Player must leave the dugout.

### *Rules for Offensive Play*

- There will be a maximum of 5 runs allowed to score per inning.
- Coaches will toss a maximum of 3 hittable pitches. Then, the player will be allowed 2 swings ONLY from the tee.
- If a player swings to all 3 pitches and misses, then fails to hit the ball on his/her 2<sup>nd</sup> swing off the tee, he/she will be called out. A foul ball on the 3rd pitch does not count towards the 3 pitch limit.
- There are no walks.
- Manager/Coach will throw overhand from a mark ~20 feet from the plate either from a knee, or from a standing position.
- Each runner, including the batter, can advance only 1 base beyond the base they are running to at the time of an overthrow during play. Advancing on an overthrow is at the runner's risk to be put out. Only one overthrow will be counted per play, or at bat.

### *Rules for Defensive Play*

- The Umpire, at his/ her discretion, will call time once the ball is in the infield in the control of an infielder and will determine when a player is out.

- Play stops when a ball is in control by an infielder on the infield and the infielder is no longer attempting to get an out. All play will stop at that time, and advancement, or return of runners on base will be at the judgment of the umpire. When the umpire stops play and a runner is more than halfway to the base in front of him, the runner is allowed to continue to that base. If the runner is less than halfway, he must return to the previous base. The umpire will use their best judgment to determine where the runners are placed.
- Infielders shall play infield only. Positional boundary will be enforced.
- 1st baseman - Can ONLY tag 1st base and or runner coming from home
- 2nd baseman - Can ONLY tag 2nd base and or runner going from 1st to 2nd
- 3rd baseman - Can tag 3rd base, runner going from 2nd to 3rd and or runner going from 3rd to home
- Short Stop - Can ONLY tag 2nd base and or runner going from 2nd to 3rd
- Pitcher shall play within the area of the pitcher's mound.
- Pitcher can only tag a runner going to 1<sup>st</sup> base or home plate if the ball is fielded in that area. Otherwise, they must make an overhand throw.
- Outfielders shall play in their outfield grass areas only. Positional boundary will be enforced.
- Outfielders must make an overhand throw. Outfielders cannot tag a base or runner.

## *Ending a Game*

- A regulation game shall consist of 6 innings unless extended by a tie score or shortened because:
  - the home team needs none of its half of the sixth inning or only a fraction of it;
  - the umpire or League official on duty calls the game (LL Rule 4.10(a)); or
  - time has expired.
- LL Rule 4.10(e) shall be enforced. If after 4 innings, 3½ innings if the home team is ahead, one team has a lead of 10 runs or more, the Manager/Head Coach of the team with the least runs shall concede the victory to the opponent.
- A game that is tied at the end of 6 innings should continue until a team wins or time expires.
- A game that is tied at the point where time expires will be recorded as a tie.

## *Post-Game*

- Each Manager/Head Coach is responsible for reporting the final score of their game in TeamSideline. You should receive an email from TeamSideline shortly after the game is scheduled to begin asking you to report the score.

## *Manager/Coaches*

- Only one approved Manager/Head Coach and a maximum of three approved Assistant Coaches are allowed on the playing field and in the dugout during a game. The Manager/Head Coach and Assistant Coaches must remain in the dugout or adjacent to the dugout if on the field of play, unless serving as an offensive base coach, pitching, backing up the catcher, or when time out is called.
- 1 Defensive coach will stand behind the catcher, at the fence, to field missed pitches in the interest of maintaining a faster pace of play.
- 1 Coach must remain in the dugout at all times.
- The pitching coach will place the ball on the tee.
- The pitching coach is the coach who warns the players at bat about throwing the bat.
  - This rule should be explained to the player when it happens (even if the player is not called out) so they understand how dangerous it can be.
- Managers/Head Coaches are responsible to coordinate cleaning trash from the areas around the playing field prior to, during and especially after games.

## *Mandatory Play*

- Teams shall bat in a continuous batting order that includes all players on the team roster present for the game batting in order pursuant to LL Rule 4.04. If a player leaves the park during the game, his position is skipped without penalty; however, he cannot return to the game at any point. Any player showing up late for a game will be added to the end of the batting order.
- All players (up to 10) are eligible to be in the field while on defense. However, the infield shall only consist of enough players to play each of the positions; Pitcher, Catcher, First Base, Second Base, Third Base, and Short Stop. Remaining players should be in the outfield.
- Outfielders should be positioned far enough behind infield players so as to not obstruct the infielder's ability to make a play on the ball. Typically, this distance should equate to at least 15 feet behind infield position players.

- Catcher is a mandatory infield position if playing with less than 10 players. Adjust outfielders accordingly.
- All players must play an infield position for at least one inning.
- Players should rotate positions each inning.
- The penalty for not enforcing mandatory play (including moving players to different positions) will be assessed according to the LL Rulebook Regulation IV(i).

### *Equipment*

- The Home Team Manager/Head Coach provides the game balls and tee.
- The players awaiting a turn at bat must be situated behind a protective fence or approved screening apparatus.
- Catchers must wear protective gear as specified in the [Player Equipment](#) section of this document.

### *Postponement or Suspension of a Game*

- Rain-outs will be called by the CSLL Official on duty before game times start, but not before 4 pm on game day.
- The Umpire-in-Chief is responsible for determining the status once the game has started. All rules listed in the [Lightning and Hazardous Weather Policy](#) must also be followed.

## **Ground Rules for the Junior Minor-National & American Divisions**

The Little League rules shall define the rules of play for a game. Additionally, the following local ground rules will apply for this division.

- No food is allowed in the dugout or on the field of play during a ballgame.
- There will be NO on deck batters permitted on the playing fields (LL Rule 1.08).
- Only uniformed players, managers, and coaches are permitted in the dugout during a game. Batboys and/or batgirls are not permitted.
- Cell phone use is not permitted on the playing field or in the dugout during a game.



## Pre-Game

- A game will start promptly at the designated time and end after a 1 hour 15 minute time limit from the scheduled start time or to the completion of 6 innings. No inning shall start after the time limit expires. Any inning started before the time limit expires will be completed, but it shall not exceed the drop-dead time. Normal start times will be 5:50 p.m., so pending a weather delay, no inning will start after 7:05 p.m.
- No game shall last more than 6 innings unless a game is tied at the end of 6 innings AND the time has not expired.
- Games will be played with a drop-dead time of 1 hour and 30 minutes (7:20 p.m.) If a game ends because of the drop-dead time, the final score will revert to the score at the end of the last completed full inning.
- If a game starts at a time other than the designated time, the Umpire-in-Chief will notify the official scorekeeper and Managers/Head Coaches as to the official starting time of the game.
- Teams must have a minimum of 6 players. Ghost outs shall not be enforced.
- Warm Up:
  - Players may play catch or other preparatory activities in their team's portion of the outfield prior to the start of the game.
  - All pre-game warm ups will terminate 5 minutes before game time.
  - For the second game of the night, and when the first game of the night goes over time, the teams MAY be given at least 5 minutes to play catch or other preparatory activities in their team's portion of the outfield between games, if time allows.
- The Home Team Manager/Head Coach, or his/her duly authorized assistants, will arrive at the field no later than 30 minutes before game time. He/She will take charge and be responsible for enforcement of all rules until the field has been cleared after the game, except during the time the Umpire-in-Chief is in control. As soon as the Umpire-in-Chief arrives, the Home Team Manager/Head Coach will report to him for instructions as may be needed so that the game can start without delay. During the time the Umpire-in-Chief is in charge, the Home Team Manager/Head Coach will assist him, if needed, in seeing that general park rules are observed.
- Managers/Head Coaches must exchange lineups before the game.
- The Home Team Manager/Head Coach will be responsible for the Official Scorebook.
- The Visiting Team Manager/Head Coach will provide an ADULT volunteer to operate the electronic scoreboard.

## *General Rules*

- Official score and outs will be recorded. The half inning will end at either 3 outs or when the run limit has been reached.
- Free substitutions of team players may occur throughout the game.
- Courtesy runners shall not be permitted.
- The following establishes the use of specific rules during Junior Minor division games:
  - The Infield Fly rule shall not be called by the umpire during a game.
  - A batter shall not intentionally bunt the ball.
  - No base stealing – even if there is a passed ball.
- Batters must take care to safely drop their bat before running to first base. Do NOT throw the bat in an unsafe manner. The penalty for thrown bats: 1st offense - player is issued a warning. 2nd offense - player cannot participate in the remainder of the game (this is not considered an ejection, however). Player must leave the dugout.

## *Rules for Offensive Play*

- There will be a maximum of 5 runs allowed to score per inning.
- There are no walks.
- All pitches will be delivered by a pitching machine operated by a coach from the offensive team. The pitching machine should be placed in front of the mound with the rear leg touching the pitching rubber. The pitching machine speed should be adjusted so that it throws a flat pitch. The machine speed should be set at 37 mph.
- The machine shall not be readjusted during the game unless both managers agree that an adjustment is needed. If an adjustment is made, it shall be at the beginning of an inning.
- There will be a maximum of 6 pitches or 3 strikes delivered to each batter, whichever comes first. If a batter fails to hit the 6<sup>th</sup> pitch the batter will be out. The last pitch to a batter shall not be a foul ball (additional pitches may be thrown to a batter if the 6<sup>th</sup> pitch is a foul). If a batter swings and misses or fouls 3 pitches before reaching the 6 pitch limit, the batter will be out unless the 3<sup>rd</sup> strike is a foul.
- If the batter is hit by a pitched ball, the ball is dead and does not count toward the 6 pitches. A batter hit by a pitch shall not be entitled to first base.
- If the batted ball hits the pitching machine or the coach, the ball is DEAD and ALL runners will receive a one base award.

- This also includes a ball that is underneath the machine within the confines of the legs of the machine.
  - Example: Runner on second, batter hits the pitch and it strikes the machine. The ball is dead and the runners will be placed at 1st and 3rd base.
- Each runner, including the batter, can advance only 1 base beyond the base they are running to at the time of an overthrow during play. Advancing on an overthrow is at the runner's risk to be put out. Only one overthrow will be counted per play, or at bat.

## *Rules for Defensive Play*

- The Umpire, at his/ her discretion, will call time once the ball is in the infield in the control of an infielder and will determine when a player is out.
- Play stops when a ball is in control by an infielder on the infield and the infielder is no longer attempting to get an out. All play will stop at that time, and advancement, or return of runners on base will be at the judgment of the umpire. When the umpire stops play and a runner is more than halfway to the base in front of him, the runner is allowed to continue to that base. If the runner is less than halfway, he must return to the previous base. The umpire will use their best judgment to determine where the runners are placed.
- The defensive pitcher can play on either side of the pitching machine, but must have one foot in the dirt, or circle, and behind the front legs of the machine when the ball is pitched.
- The defensive team shall place 10 players in the field unless the team has less than 10 players present. If playing with 10 players in the field, 4 shall be outfielders positioned at left, left-center, right-center, and right field and should start play 5' into the grass.
- Whether playing with 10 players, or less, all infield positions **must** be covered, including catcher, pitcher, 1st base, 2nd base, 3rd base, and short stop. The remaining may play in the outfield.

## *Ending a Game*

- A regulation game shall consist of 6 innings unless extended by a tie score or shortened because:
  - the home team needs none of its half of the sixth inning or only a fraction of it;
  - the umpire or League official on duty calls the game (LL Rule 4.10(a)); or
  - time has expired.
- LL Rule 4.10(e) shall be enforced. If after 4 innings, 3½ innings if the home team is ahead, one team has a lead of 10 runs or more, the Manager/Head Coach of the team with the least runs shall concede the victory to the opponent.

- A game that is tied at the end of 6 innings should continue until a team wins or time expires.
- A game that is tied at the point where time expires will be recorded as a tie.

## *Post-Game*

- Each Manager/Head Coach is responsible for reporting the final score of their game in TeamSideline. You should receive an email from TeamSideline shortly after the game is scheduled to begin asking you to report the score.

## *Manager/Coaches*

- Only one approved Manager/Head Coach and a maximum of three approved Assistant Coaches are allowed on the playing field and in the dugout during a game. The Manager/Head Coach and Assistant Coaches must remain in the dugout or adjacent to the dugout if on the field of play, unless serving as an offensive base coach, pitching, backing up the catcher, or when time out is called.
- 1 Defensive coach will stand behind the catcher, at the fence, to field missed pitches in the interest of maintaining a faster pace of play.
- 1 Coach must remain in the dugout at all times.
- Managers/Head Coaches are responsible to coordinate cleaning trash from the areas around the playing field prior to, during and especially after games.

## *Mandatory Play*

- Teams shall bat in a continuous batting order that includes all players on the team roster present for the game batting in order pursuant to LL Rule 4.04. If a player leaves the park during the game, his position is skipped without penalty; however, he cannot return at any point. Any player showing up late for a game will be added to the end of the batting order.
- Players must bat in the order given to the official scorekeeper. Batting out of order for any reason is an automatic out.
- Each player must play a minimum of 6 defensive outs. Three of the defensive outs must be at an infield position. The requirement to play 3 infield defensive outs shall be met before the end of the 3<sup>rd</sup> inning.
- Catcher is considered an infield position.
- No player should play more than three innings at one position in a game. The goal is to rotate players to get exposure to multiple positions.

- If a half-inning ends because of the imposition of the 5 run limit and a player on the defense has played for the entire half-inning, that player will be considered to have participated for 3 consecutive outs for the purposes of this rule. However, if the player has not played on defense for the entire half-inning, that player will be credited only as having played for the number of outs that occurred while the player was used defensively.
- The penalty for not enforcing mandatory play (including moving players to different positions) will be assessed according to the LL Rulebook Regulation IV(i).

## *Equipment*

- The Umpire will provide 6 game balls at the start of each game: 2 new baseballs and 4 used baseballs in excellent condition.
- The Manager/Head Coach who arrives first will set up the pitching machine. The other coach will take it down and return it to the equipment room.
- Each Manager/Head Coach is responsible for getting an equipment bag for their dugout from the equipment room and returning it when the game is over.
- Each Manager/Head Coach will have his team's bats lined up outside of the dugout fence prior to the game to be available for inspection by the Umpire.
- The players awaiting a turn at bat must be situated behind a protective fence or approved screening apparatus.
- Catchers must wear protective gear as specified in the [Player Equipment](#) section of this document.

## *Tie Breaker to Standings for end of season tournament*

1. Winning percentage
2. Head-to-Head
3. Head to Head differential (Total combined score in all games against each other)
4. Total runs against
5. Total runs for
6. Lowest Numer of Forfeits
7. Coin Toss

## *Postponement or Suspension of a Game*

- Rain-outs will be called by:
  - The City of College Station Parks Supervisor in charge of the facility. Field Status will be posted by 4:00 p.m. after inspection of the grounds and surrounding areas

for play ability. The [City of College Station website](#) defines the condition of the playing fields for that day.

- The CSLL Official on duty after 4:00 p.m., but before game times start, will determine whether a game will be played if weather conditions deteriorate.
- The Umpire-in-Chief is responsible for determining the status once the game has started. He/She will evaluate field conditions for safety when determining if the game should continue. All rules listed in the [Lightning and Hazardous Weather Policy](#) must also be followed.

# Ground Rules for the Senior Minor-National & American Divisions

The Little League rules shall define the rules of play for a game. Additionally, the following local ground rules will apply for this division.

- No food is allowed in the dugout or on the field of play during a ballgame.
- There will be NO on deck batters permitted on the playing fields (LL Rule 1.08).
- Only uniformed players, managers, and coaches are permitted in the dugout during a game. Batboys and/or batgirls are not permitted.
- Cell phone use is not permitted on the playing field or in the dugout during a game.

## *Pre-Game*

- A game will start promptly at the designated time and end after a 1 hour 15 minute time limit from the scheduled start time or to the completion of 6 innings. No inning shall start after the time limit expires. Any inning started before the time limit expires will be completed, but it shall not exceed the drop-dead time. Normal start times will be 5:50 p.m. (or 7:30 pm), so pending a weather delay, no inning will start after 7:05 pm (8:45 pm).
  - No game shall last more than 6 innings unless a game is tied at the end of 6 innings AND the time has not expired.
  - Games will be played with a drop-dead time of 1 hour and 30 minutes - normally 7:20 pm (or 9:00 pm). If a game ends because of the drop-dead time, the final score will revert to the score at the end of the last completed full inning. If the home team takes the lead in the bottom of an inning being completed after the “no new inning” time has elapsed (1 hour and 15 minutes), the game shall be over at that time with the home team declared the winner.
  - If a game starts at a time other than the designated time, the Umpire-in-Chief will notify the official scorekeeper and Managers/Head Coaches as to the official starting time of the game.
- Teams **MUST** have a minimum of 7 players and cover all infield positions, including catcher, pitcher, 1<sup>st</sup> base, 2<sup>nd</sup> base, 3<sup>rd</sup> base and short stop. The remaining may play in the outfield.
- If a team has less than 9 players present at game time, the game may begin with those players. A “ghost” out will be recorded for the 9<sup>th</sup> player’s spot in the batting order.

- The Umpire-in-Chief is in complete control of the on-the-field pre-game warm up times for both the Home and Visiting teams. In the event the Umpire-in-Chief is detained, a Home Team Manager/Head Coach shall organize the pre-game warm up times.
- The warm up schedule for the first game of the night:
  - The Visiting team shall have the infield from 25 minutes before game time until 15 minutes before game time.
  - The Home team shall have the infield from 15 minutes before game time until 5 minutes before game time.
  - A Manager/Head Coach that does not utilize the infield for the scheduled warm-up time forfeits the unused portion of the warm-up time unless an agreement is reached between the Home and Visiting team managers prior to the start of the warm-up period.
  - All pre-game warm ups will terminate 5 minutes before game time.
- For the second game of the night, and when the first game of the night goes overtime, the Visiting and Home Teams MAY each be given at least 5 minutes infield pre-game warm up time between games if time allows, with the Visiting Team warming up first.
- A team shall have access to the entire playing field between the foul lines during their infield warm up period.
- There will be NO pre-game warm up on the infield portion of the playing field between the foul line until formal pre-game warm up begins. Players may play catch or other preparatory activities in their team's portion of the outfield prior to the start of infield warm up time.
- The Home Team Manager/Head Coach, or his/her duly authorized assistants, will arrive at the field no later than 30 minutes before game time. He/She will take charge and be responsible for enforcement of all rules until the field has been cleared after the game, except during the time the Umpire-in-Chief is in control. As soon as the Umpire-in-Chief arrives, the Home Team Manager/Head Coach will report to him for instructions as may be needed so that the game can start without delay. During the time the Umpire-in-Chief is in charge, the Home Team Manager/Head Coach will assist him, if needed, in seeing that general park rules are observed.
- Managers/Head Coaches must exchange lineups before the game.
- The Home Team Manager/Head Coach will be responsible for the Official Scorebook.
- The Visiting Team Manager/Head Coach will provide an ADULT volunteer to operate the electronic scoreboard.



- Each team's Manager/Head Coach will be responsible for keeping the Official pitch counts for their team on the Pitch Count Chart.
- Team Managers will be responsible for bringing Little League Pitcher Eligibility Tracking Form(s) to each game. This form must be presented to the Umpire before the game when line-ups are exchanged.

## *General Rules*

- The following establishes the use of specific rules during Senior Minor division games:
  - The Infield Fly rule may be called by the umpire during a game.
  - A player may only be intentionally walked by announcing such decision to the plate umpire one time during the course of the game. This does not restrict a team from throwing four balls outside of the strike zone to this batter at another time during the game.
  - Balks shall not be called.
  - Bunts are permitted; however, a batter who fakes a bunt and then takes a swing will be immediately declared out and all runners shall return to the base on which he was stationed prior to the pitch.
- UPDATED FOR FALL 2022: Managers or coaches are permitted to warm up a pitcher at home plate or in the bullpen or elsewhere at any time, including in-game warm-ups and pre-game warm-ups. This rule applies to the regular season only.
- There will be a 90 second limit between innings (starting when the defense leaves the field to the expectation of the first pitch to batter upon umpire's signal). Should the umpire determine that the offensive team is delaying the start of the at-bat, a strike will be called following the 90 second intermission and every 20 seconds thereafter (LL Rule 6.02b). Should the defensive team be the cause of delay, the batter will be given a ball every 20 seconds that play is delayed following the 90 second intermission (LL Rule 8.04). Coaches must be prepared to have the defense take the field, get the catcher geared up, and the pitcher to promptly begin warm-ups.
- Batters must take care to safely drop their bat before running to first base. Do NOT throw the bat in an unsafe manner. The penalty for thrown bats: 1st offense - player is issued a warning. 2nd offense - player cannot participate in the remainder of the game (this is not considered an ejection, however). Player must leave the dugout.

## *Rules for Offensive Play*

- There will be a maximum of 5 runs allowed to score per inning.
- Per Little League rules, there will be no advancing to 1st on an uncaught third strike.

- Per Little League rules, a runner may not leave the base until the pitched ball reaches the plate. When a base runner leaves the base before the pitched ball has reached the batter and it is detected by the umpire, the ball is dead. “No Pitch” is declared and the runner is out.
- Stealing is allowed of all bases including home plate.
- Advancing on overthrows is unlimited; however, CSLL desires a competitive atmosphere with healthy sportsmanship and solid baseball fundamentals. Accordingly, coaches are strongly discouraged from causing or allowing base runners to attempt to take extra bases when it would ordinarily be unreasonable to do so. In other words, do not take advantage of weaker players by taking extra bases when it would be entirely unreasonable to do so but for the weaker player having control of the ball. Please don't turn Senior Minor baseball into a track meet or endless cat-and-mouse silliness.
- In accordance with the foregoing, umpires shall be strongly encouraged to aggressively grant time when no runner is affirmatively attempting to advance to the next base and/or if the baseball play has reasonably ended.
- There are no courtesy runners allowed (LL Rule 3.04).
- A new rule implemented by Little League International in order to speed up play of the game has been adopted by CSLL. Once a batter begins their at bat, they should keep at least one foot in the batter's box at all times. Time may be called and a coach is still allowed their allotted visits with the batter.

## *Rules for Defensive Play*

- No more than nine defensive players may be positioned on the field of play.
- Free substitutions of team players may occur throughout the game except for the pitcher. Once a pitcher leaves the mound, he may not return as a pitcher in that game.
- Rule (VI-C) A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day. All other pitch count rules apply as written in the Little League Rulebook.

## *Ending a Game*

- A regulation game shall consist of 6 innings unless extended by a tie score or shortened because:
  - the home team needs none of its half of the sixth inning or only a fraction of it;
  - the umpire or League official on duty calls the game (LL Rule 4.10(a)); or
  - time has expired.

- LL Rule 4.10(e) shall be enforced. If after 4 innings, 3½ innings if the home team is ahead, one team has a lead of 10 runs or more, the Manager/Head Coach of the team with the least runs shall concede the victory to the opponent.
- A game that is tied at the end of 6 innings should continue until a team wins or time expires.
- A game that is tied at the point where time expires will be recorded as a tie.

## *Post-Game*

- Each Manager/Head Coach is responsible for reporting the final score of their game in TeamSideline. You should receive an email from TeamSideline shortly after the game is scheduled to begin asking you to report the score.
- Pitch Count Verification

- The Visiting Team Manager/Head Coach shall be responsible for tracking Official pitch counts for all pitchers on the Little League Pitch Count Chart. Upon removal of a pitcher from the mound (or, completion of the game), the pitcher's name, jersey number, total pitch count, and required days rest shall be entered into the Little League Pitcher Eligibility Tracking Form.

**Note:** See Required Days Rest (LL Regulation VI) to determine number of days rest, paying attention to the number of the first pitch delivered to the last batter faced by a pitcher.

- Upon completion of the game, the Little League Pitcher Eligibility Tracking Form shall be signed by each team's pitch counter and the Team Managers/Head Coaches.
- Each Manager/Head Coach is responsible for entering all the information from the Little League Pitcher Eligibility Tracking Form into the text box below the score in TeamSideline.
- Managers/Head Coaches who do not bring the applicable Little League Pitcher Eligibility Tracking Form to the game will be issued a warning (Board Member on duty emails the president) for the first offense. The second violation of this policy will result in a one game suspension for the Manager/Head Coach.

## *Manager/Coaches*

- Only one approved Manager/Head Coach and a maximum of two approved Assistant Coaches are allowed on the playing field and in the dugout during a game. The Manager/Head Coach and Assistant Coaches must remain in the dugout or adjacent to

the dugout if on the field of play, unless serving as an offensive base coach or when time out is called.

- 1 Coach must remain in the dugout at all times.
- Managers/Head Coaches are responsible to coordinate cleaning trash from the areas around the playing field prior to, during and especially after games.

## *Mandatory Play*

- Teams shall bat in a continuous batting order that includes all players on the team roster present for the game batting in order pursuant to LL Rule 4.04. If a player leaves the park during the game, his position is skipped without penalty; however, he may not return at any point. Any player showing up late for a game will be added to the end of the batting order.
- Players must bat in the order given to the official scorekeeper. Batting out of order for any reason is an automatic out.
- Each player must play a minimum of six defensive outs by the end of the 4<sup>th</sup> inning. Three of the defensive outs must be met before the end of the 3<sup>rd</sup> inning. This will be the rule even if the game is not a complete six inning game.
- Catcher is considered an infield position.
- If a half-inning ends because of the imposition of the 5 run limit and a player on the defense has played for the entire half-inning, that player will be considered to have participated for 3 consecutive outs for the purposes of this rule. However, if the player has not played on defense for the entire half-inning, that player will be credited only as having played for the number of outs that occurred while the player was used defensively.
- The penalty for not enforcing mandatory play will be assessed according to the LL Rulebook Regulation IV(i).

## *Equipment*

- The Umpire will provide 6 game balls at the start of each game: 2 new baseballs and 4 used baseballs in excellent condition.
- Each Manager/Head Coach is responsible for getting an equipment bag for their dugout from the equipment room and returning it when the game is over.
- Each Manager/Head Coach will have his team's bats lined up outside of the dugout fence prior to the game to be available for inspection by the Umpire.

- The players awaiting a turn at bat must be situated behind a protective fence or approved screening apparatus.
- Catchers must wear protective gear as specified in the [Player Equipment](#) section of this document.

### *Tie Breaker to Standings for end of season tournament*

1. Winning percentage
2. Head-to-Head
3. Head to Head differential (Total combined score in all games against each other)
4. Total runs against
5. Total runs for
6. Lowest Numer of Forfeits
7. Coin Toss

### *Postponement or Suspension of a Game*

- Rain-outs will be called by:
  - The City of College Station Parks Supervisor in charge of the facility. Field Status will be posted by 4:00 p.m. after inspection of the grounds and surrounding areas for play ability. The [City of College Station website](#) defines the condition of the playing fields for that day.
  - The CSLL Official on duty after 4:00 p.m., but before game times start, will determine whether a game will be played if weather conditions deteriorate.
  - The Umpire-in-Chief is responsible for determining the status once the game has started. He/She will evaluate field conditions for safety when determining if the game should continue. All rules listed in the [Lightning and Hazardous Weather Policy](#) must also be followed.

## **Ground Rules for the Majors Division**

The Little League rules shall define the rules of play for a game. Additionally, the following local ground rules will apply for this division.

- No food is allowed in the dugout or on the field of play during a ballgame.
- There will be NO on deck batters permitted on the playing fields (LL Rule 1.08).
- Only uniformed players, managers, and coaches are permitted in the dugout during a game. Batboys and/or batgirls are not permitted.
- Cell phone use is not permitted on the playing field or in the dugout during a game.

## *Pre-Game*

- A game will start promptly at the designated time and end after a 1 hour 40-minute time limit or to the completion of 6 innings. Any inning started before the time limit expires will be completed, but in no case shall an inning start after 9:45 pm - regardless of the start time.
- If a game starts at a time other than the designated time, the Umpire-in-Chief will notify the official scorekeeper and Managers/Head Coaches as to the official starting time of the game.
- There is no drop-dead time for the Major division.
- In the Majors division and above, a team that cannot place at least 8 players on the field at the start of the game or at any time during the game shall forfeit the game to the opposing team.
- The Umpire-in-Chief is in complete control of the on-the-field pre-game warm up times for both the Home and Visiting teams. In the event the Umpire-in-Chief is detained, a Home Team Manager/Head Coach shall organize the pre-game warm up times.
- The warm up schedule for the first game of the night:
  - The Visiting team shall have the infield from 25 minutes before game time until 15 minutes before game time.
  - The Home team shall have the infield from 15 minutes before game time until 5 minutes before game time.
  - A Manager/Head Coach that does not utilize the infield for the scheduled warm-up time forfeits the unused portion of the warm-up time unless an agreement is reached between the Home and Visiting team managers prior to the start of the warm-up period.
  - All pre-game warm ups will terminate 5 minutes before game time.
- For the second game of the night, and when the first game of the night goes overtime, the Visiting and Home Teams MAY each be given at least 5 minutes infield pre-game warm up time between games if time allows, with the Visiting Team warming up first.
- A team shall have access to the entire playing field between the foul lines during their infield warm up period.
- There will be NO pre-game warm up on the infield portion of the playing field between the foul line until formal pre-game warm up begins. Players may play catch or other preparatory activities in their team's portion of the outfield prior to the start of infield warm up time.

- The Home Team Manager/Head Coach, or his/her duly authorized assistants, will arrive at the field no later than 30 minutes before game time. He/She will take charge and be responsible for enforcement of all rules until the field has been cleared after the game, except during the time the Umpire-in-Chief is in control. As soon as the Umpire-in-Chief arrives, the Home Team Manager/Head Coach will report to him for instructions as may be needed so that the game can start without delay. During the time the Umpire-in-Chief is in charge, the Home Team Manager/Head Coach will assist him, if needed, in seeing that general park rules are observed.
- Managers/Head Coaches must exchange lineups before the game.
- The Home Team Manager/Head Coach will be responsible for the Official Scorebook.
- The Visiting Team Manager/Head Coach will provide an ADULT volunteer to operate the electronic scoreboard.
- Each team's Manager/Head Coach will be responsible for keeping the Official pitch counts for their team on the Pitch Count Chart.
- Team Managers will be responsible for bringing Little League Pitcher Eligibility Tracking Form(s) to each game. This form must be presented to the Umpire before the game when line-ups are exchanged.

## *General Rules*

- The following establishes the use of specific rules during Major division games:
  - The Infield Fly rule may be called by the umpire during a game.
  - A player may only be intentionally walked by announcing such decision to the plate umpire one time during the course of the game. This does not restrict a team from throwing four balls outside of the strike zone to this batter at another time during the game.
  - Balks shall not be called.
  - Bunts are permitted in the Major division.
- No slash bunts
- UPDATED FOR FALL 2022: Managers or coaches are permitted to warm up a pitcher at home plate or in the bullpen or elsewhere at any time, including in-game warm-ups and pre-game warm-ups. This rule applies to the regular season only.
- No baiting of catchers/pitchers for the purposes of advancing or scoring runners
- There will be a 90 second limit between innings (starting when the defense leaves the field to the expectation of the first pitch to batter upon umpire's signal). Should the

umpire determine that the offensive team is delaying the start of the at-bat, a strike will be called following the 90 second intermission and every 20 seconds thereafter (LL Rule 6.02b). Should the defensive team be the cause of delay, the batter will be given a ball every 20 seconds that play is delayed following the 90 second intermission (LL Rule 8.04).

- There are no courtesy runners allowed (LL Rule 3.04).
- A new rule implemented by Little League International in order to speed up play of the game has been adopted by CSLL. Once a batter begins their at bat, they should keep at least one foot in the batter's box at all times. Time may be called and a coach is still allowed their allotted visits with the batter.
- Batters must take care to safely drop their bat before running to first base. Do NOT throw the bat in an unsafe manner. The penalty for thrown bats: 1st offense - player is issued a warning. 2nd offense - player cannot participate in the remainder of the game (this is not considered an ejection, however). Player must leave the dugout.

## *Ending a Game*

- A regulation game shall consist of 6 innings unless extended by a tie score or shortened because:
  - the home team needs none of its half of the sixth inning or only a fraction of it;
  - the umpire or League official on duty calls the game (LL Rule 4.10(a)); or
  - time has expired.
- LL Rule 4.10(e) shall be enforced. If after 4 innings, 3½ innings if the home team is ahead, one team has a lead of 10 runs or more, the Manager/Head Coach of the team with the least runs shall concede the victory to the opponent.
- A game that is tied at the end of 6 innings should continue until a team wins or 9:45 pm as a new inning cannot be started after this time.

## *Post-Game*

- Each Manager/Head Coach is responsible for reporting the final score of their game in TeamSideline. You should receive an email from TeamSideline shortly after the game is scheduled to begin asking you to report the score.
- Pitch Count Verification
  - The Visiting Team Manager/Head Coach shall be responsible for tracking Official pitch counts for all pitchers on the Little League Pitch Count Chart. Upon removal of a pitcher from the mound (or, completion of the game), the pitcher's name,



jersey number, total pitch count, and required days rest shall be entered into the Little League Pitcher Eligibility Tracking Form.

**Note:** See Required Days Rest (LL Regulation VI) to determine number of days rest, paying attention to the number of the first pitch delivered to the last batter faced by a pitcher.

- Upon completion of the game, the Little League Pitcher Eligibility Tracking Form shall be signed by each team's pitch counter and the Team Managers/Head Coaches.
- Each Manager/Head Coach is responsible for entering all the information from the Little League Pitcher Eligibility Tracking Form into the text box below the score in TeamSideline.
- Managers/Head Coaches who do not bring the applicable Little League Pitcher Eligibility Tracking Form to the game will be issued a warning (Board Member on duty emails the president) for the first offense. The second violation of this policy will result in a one game suspension for the Manager/Head Coach.

## *Manager/Coaches*

- Only one approved Manager/Head Coach and a maximum of two approved Assistant Coaches are allowed on the playing field and in the dugout during a game. The Manager/Head Coach and Assistant Coaches must remain in the dugout or adjacent to the dugout if on the field of play, unless serving as an offensive base coach or when time out is called.
- There should be an offensive coach in one coach's box, and a coach and/or a uniformed player in the other coach's box.
- 1 Coach must remain in the dugout at all times.
- Managers/Head Coaches are responsible to coordinate cleaning trash from the areas around the playing field prior to, during and especially after games.

## *Mandatory Play*

- Teams shall bat in a continuous batting order that includes all players on the team roster present for the game batting in order pursuant to LL Rule 4.04. If a player leaves the park during the game, his position is skipped without penalty; however, he cannot return at any point. Any player showing up late for a game will be added to the end of the batting order.
- Players must bat in the order given to the official scorekeeper. Batting out of order for any reason is an automatic out.

- In the Major division, early termination of a game (due to time limit or the home team leading at the bottom half of an inning) shall not be grounds for failure to meet the mandatory play requirements.
- A player in the starting line-up who has been removed for a substitute may re-enter the game once provided:
  - His/her substitute has met the mandatory play requirements (at least 6 defensive outs and at least one at bat).
  - Rule (VI-C): A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day. All other pitch count rules apply as written in the Little League Rulebook.
- A substitute may not be removed from the game prior to completion of his/her mandatory play requirements.
- Catcher is considered an infield position.
- The penalty for not enforcing mandatory play will be assessed according to the LL Rulebook Regulation IV(i).

## *Equipment*

- The Umpire will provide 6 game balls at the start of each game: 2 new baseballs and 4 used baseballs in excellent condition.
- Each Manager/Head Coach is responsible for getting an equipment bag for their dugout from the equipment room and returning it when the game is over.
- Each Manager/Head Coach will have his team's bats lined up outside of the dugout fence prior to the game to be available for inspection by the Umpire.
- The players awaiting a turn at bat must be situated behind a protective fence or approved screening apparatus.
- Catchers must wear protective gear as specified in the [Player Equipment](#) section of this document.

## *Tie Breaker to Standings for end of season tournament*

1. Winning percentage
2. Head-to-Head
3. Head to Head differential (Total combined score in all games against each other)
4. Total runs against
5. Total runs for
6. Lowest Numer of Forfeits

## 7. Coin Toss

### *Postponement or Suspension of a Game*

- Rain-outs will be called by:
  - The City of College Station Parks Supervisor in charge of the facility. Field Status will be posted by 4:00 p.m. after inspection of the grounds and surrounding areas for play ability. The [City of College Station website](#) defines the condition of the playing fields for that day.
  - The CSLL Official on duty after 4:00 p.m., but before game times start, will determine whether a game will be played if weather conditions deteriorate.
  - The Umpire-in-Chief is responsible for determining the status once the game has started. He/She will evaluate field conditions for safety when determining if the game should continue. All rules listed in the [Lightning and Hazardous Weather Policy](#) must also be followed.
- If a game is ended, it is a regulation game if 4 innings have been completed (3½ if the home team is ahead in the bottom half of the 4th inning or if the home team scores runs in the bottom of the 4th inning that place the home team in the lead (LL Rule 4.10(d)).
- If a game is ended before it has become a regulation game, but after 1 or more innings have been played, it shall be resumed exactly where it left off (LL Rule 4.10(e)).
- Tie games halted due to weather or light failure shall be resumed from the exact point at which they were halted in the original game (taken from LL Rule 4.12). Additional information about resuming a halted game is provided in LL Rule 4.12.

## **All Stars**

The Little League International Tournament is the most widely known youth sports tournament in the world. There are six levels of tournament play in Little League Baseball, with opportunities for players ages 8 to 16. The tournaments start at the District level, and teams must win their way to advance through the International Tournament. The 8- to 10-Year-Old and 9- to 11-Year-Old Tournaments culminate at the State Level, while the Little League, Little League Intermediate (50/70) Baseball, Junior League, and Senior League divisions all conclude at a World Series Tournament.

The decision to enter teams into the District 33 post-season tournaments and Little League sanctioned All-Star tournaments is solely determined by each individual Little League. Each individual league is responsible for creating rules, regulations and processes for their All-Star team selection.

The CSLL post-season is a completely separate season from the regular season. It is an opportunity for a higher level of competition within the district, section, state, regional and World Series Little League system. Players selected to an All-Star team or Special Games team will have a significantly higher level of commitment, will receive higher level instruction and will compete against other All-Star teams or Special Games teams. When it comes to post-season teams, it is the intent of College Station Little League to field teams that will best represent our league, our community and our city, in character and competition. College Station Little League wants to continue its proud history and tradition by selecting quality players for its All-Star teams to compete at this higher level.

During each Spring season, the CSLL Board of Directors reviews and adopts the rules, regulations and processes for their All-Star team selection. The CSLL All-Stars Rules Regulations and Selection Manual is incorporated herein by reference. This manual can be found on our [website](#) for review at any time.

## Training

CSLL wants to support its Managers and Coaches by providing a high level of training to help them educate players as well as keep them safe. Little League recommends using free online training programs developed by USA Baseball, such as the Pitch Smart program, as a way to help coaches learn about ways to protect and encourage players. The CSLL Board of Directors has adopted USA Baseball's 'A' Certification program as basic training for all Managers and Coaches. This certification program includes units on the Pitch Smart program, being a confident coach, basic first aid and abuse awareness. This training should be completed annually before the season starts. All the information and instructions for this are located in the [Training portal](#) on the CSLL website.

Additionally, all Managers/Head Coaches will be provided with a current Little League rulebook and a copy of this manual in order to ensure that all rules and policies are being followed.

For the T-Ball divisions, CSLL will provide Managers/Head Coaches with the Little League T- Ball Training Manual to help them educate our youngest players on the basics of baseball while also having fun.

### *Player-Pitch Divisions – General*

Little League's pitching requirements are but a small part of the USA Baseball® Pitch Smart program designed to reduce arm injuries. Winning at the expense of damaging a pitcher's arm is unacceptable. Therefore, as with all League rules, these pitching rules below are intended to be followed with the strictest compliance. Managers/Head Coaches who fail to comply with these rules shall be subject to review and subsequent action by the CSLL Complaint Resolution Committee. For more information, see [Unbecoming Conduct](#) in the [Field Decorum](#) section of this document.

Caution: It is imperative that parents communicate to Managers/Head Coaches their player's involvement in pitching and catching for other teams. Likewise, Managers/Head Coaches should regularly communicate with players and parents to determine the status of a player's arm when being considered for future games as a pitcher or catcher. While the Little League pitching rules do not apply to organizations outside of CSLL, we strongly encourage Managers/Head Coaches and parents to err to the side of caution and not over-work a pitcher or catcher who is playing on multiple teams.

## *Positive Coaching*

CSLL wants to encourage Managers and Coaches to support players using positive coaching techniques to keep the focus on learning and having fun while playing baseball. Some of the online training will address this. Below are some additional suggestions on ways to help Managers and Coaches keep a positive perspective while coaching.

### **Keeping Perspective: The Dos and Don'ts When Coaching Youth Athletes**

Sometimes it can be hard to know exactly what to do in your role as a coach to make sure your players are having the best experience possible. Here are a few do's and don'ts for coaching youth athletes:

DO:

- Remain calm, cool, and collected during practices and games.
  - If you lose your cool and start yelling, your players may become frustrated and embarrassed. The added pressure from you becoming worked up can cause them to make mistakes. Instead, staying calm, cool, and collected can help to keep your athletes calm and confident as well!
- Make your coach-player relationship independent of your players' performance on the field.
  - Your athletes need you to be supportive and encouraging no matter how they play! Players who perform at a higher level than others should not be treated any differently than those players who are not at that performance level.
- Reinforce sportsmanship with your players.
  - Sportsmanship is a valuable life skill that can easily be learned through any sport. Reminding your players to take their hats off and shake hands with the opponents after games is a good way to ensure that your athletes practice good sportsmanship.
- Push to follow through on commitments, hard work, and being a good person.

- These values will help your players succeed in not only baseball and other sports, but life in general as well. There is no short cut for hard work, and baseball is a great testament to that for your athletes.
- Keep it fun.
  - Baseball is a game, and games are supposed to be fun! Try not to take baseball, or any other sport, too seriously as it can add pressure for your players. Make sure your players are having fun playing baseball.

DON'T:

- Continuously critique players throughout the game on every play made.
  - Not every play is going to be made as smoothly as the professionals. Sometimes everything can go wrong in a play and a good outcome still occurs. In these cases, it can be easy to break down all of the mistakes, but it may be better to give one critique and then congratulate your players on making the play.
- Criticize your players and give an in-depth analysis after every game.
  - During the post-game meeting try to be as positive as possible and focus on the good things that happened during the game. Keep a note of the things that could have been better during the game, and work on them during the next practice.
- Substitute players in key situations for a more skilled player.
  - All of your players should feel that you have confidence in them. By taking a player out of a situation and putting a more skilled player in, you are saying that player is not good enough to get the job done.
- Control all decision making related to baseball.
  - If you make all the decisions related to baseball for your players, it can be hard for you to tell if they are actually learning the game. By letting your players make decisions on their own in games, you will be able to better gauge just how much your players are learning about the game.
- Allow baseball to dominate your life.
  - While it is great to have a passion for baseball and want to play or coach all the time, there has to be a balance in your life between baseball, family, friends, work, and other activities. You should be able to identify yourself as more than just a baseball coach.

# ASAP Manual

Little League developed ASAP (A Safety Awareness Program) in 1995 to address youth sports safety. According to their website, “ASAP has increased overall safety awareness, reduced injuries by 80% and lowered insurance costs for participating leagues.”

In accordance with Little League policy, CSLL has created and implemented a safety manual containing 15 basic requirements, with the idea that this basic safety plan can be expanded and enhanced to meet the needs of the individual league. The ASAP Manual is incorporated herein by reference. All volunteers of College Station Little League are expected to abide by the safety plan described in the ASAP manual.

As required in the manual, a printed copy will be placed in the equipment room of each park. A printed copy can also be found in the concession stand along with extra [ASAP Incident/Injury Tracking Reports](#), [Accident Claim forms](#) and [instructions](#). The manual and these forms can be accessed on our [website](#) at any time.

## *Injuries*

Any injury to a player, Team Manager/Head Coach, or coach must be reported to the CSLL Safety Officer and/or the League Official on duty immediately. Team Managers/Head Coaches are also required to complete the ASAP Incident/Injury Tracking Report, which is located in their ASAP manual, and turn it in to the CSLL Safety Officer within 48 hours of injury. The [ASAP Incident/Injury Tracking Report](#) can also be found on the College Station Little League website along with the [Accident Claim form](#) and [instructions](#).

## Minor Athlete Safety Policies

All athletes deserve to participate in sports free from bullying, hazing, sexual misconduct, or any form of emotional or physical abuse. Education and awareness are the most critical components to creating safe and respectful sporting environments, free of abuse and harassment. Little League Baseball has always strived to create a safe and healthy environment for all Little Leaguers and their families. There are certain requirements from the SafeSport Act that Little League International and all local little league programs must adhere to:

- **Zero Tolerance Policy:** Abuse, whether physical, verbal, sexual or otherwise, will not be tolerated. College Station Little League enforces a zero-tolerance policy on abuse. Any individual who has been suspected or convicted of any crimes sexual or violent in nature will have no engagement with our organization.
- All volunteers and umpires of CSLL are mandated reporters and could face criminal charges if the league chooses to ignore, or not report to the proper authorities, any witnessed act of child abuse, including sexual abuse, within 24 hours.

- CSLL volunteers and umpires must be aware of the proper procedures to report sexual abuse in their state.
- CSLL policy prohibits retaliation against any person participating in good faith in the making of a report in accordance with our Zero Tolerance policy or who cooperates with or participates in any investigation of allegations of child abuse. Retaliation means to take adverse action against an individual because he or she has acted in accordance with this policy.
- CSLL has adopted policies to limit one-on-one interactions between minor athletes and adult volunteers. All interactions between minors and adults should be observable and within an interruptible distance of another adult. For more specific information related to this policy, see [Appendix B](#).
- Finally, Little League strongly encourages charter members to complete the Abuse Awareness training provided by USA Baseball and SafeSport annually. CSLL requires all volunteers and umpires to participate in this training.

## Lightning/Hazardous Weather Policy

Lightning or hazardous weather is deemed imminent if any of the following exists:

- Thunder is heard
- A lightning strike within 10 miles is observed. Observation can include:
  - Witnessing the strike visibly hit an area that is known to be within 10 miles
  - Utilizing an application such as Weather Bug or other app that detects a strike within 10 miles
- Devices installed by the city sounds a warning sign that conditions are right for lightning or that lightning has been detected. (One alert and/or a blinking light)
- A tornado warning or watch is issued for an area that includes the field
- A thunderstorm warning is issued for an area that includes the field

If lightning or hazardous weather becomes imminent all participants and other attendees present shall seek a lightning-safe structure.

According to the National Weather Service, a lightning-safe structure is either a substantial building (one with plumbing and wiring such as a home, school, church, office building, indoor concourse or recreation center) or an enclosed metal vehicle. **At this time, no structures at Bachmann, Wayne Smith, or Bee Creek parks have been determined to be lightning-safe. Therefore, participants and attendees shall evacuate the field and find shelter in an enclosed metal vehicle.**



## *Prior to the Event*

The board member on duty at Bachmann Park, in conjunction with the board member on duty at Wayne Smith and the president of the league or another designated board member, shall monitor weather related threats for the day and make every attempt to cancel any scheduled event before anyone shows up at the fields if lightning or hazardous weather is imminent. The goal here is not to overreact but to know that the majority of our members would rather know early and not be forced to come to the park and then the event be cancelled. If lightning or hazardous weather becomes imminent within 30 or fewer minutes of start time, the event will be cancelled and may be rescheduled. No event will start under a delay due to lightning or hazardous weather being imminent.

Therefore, any event, for one example, scheduled to begin at 5:50 p.m. will be cancelled if lightning or hazardous weather becomes imminent anytime at or after 5:20 p.m. up until the end of the game. This will not necessarily cancel the second event of the evening. However, any event scheduled to start at 7:30 p.m. will be cancelled if lightning or hazardous weather becomes imminent anytime at or after 7:00 p.m. up until the end of the game.

## *During the Event*

If lightning or hazardous weather during an event is a possibility but not imminent, the board member on duty at each park will inform umpires and coaches of the possibility and what actions will be taken if it becomes imminent. It is important that time is taken here to reduce the amount of time that will be necessary in the event that lightning or hazardous weather becomes imminent.

If lightning or hazardous weather becomes imminent during a game or other scheduled event, the event shall be cancelled and all participants and other attendees shall seek a lightning-safe structure. The board member on duty shall inform the umpires and/or coaches on each field, the coaches on the Tee Ball fields, and the concession stand staff of the decision and communicate with them that they are required to seek a lightning-safe structure and that the game is cancelled.

Once the decision is made to cancel an event, the board member on duty does not have time to debate this decision with any umpire or coach due to the number of fields to which the board member must pass along this information.

If on duty at Bachmann, the board member shall inform the umpires and/or coaches on fields 1-4, then the concession staff, then the coaches at the tee ball fields, then the umpires and/or coaches at fields 5 and 6, making sure that each knows the policy.

Rescheduling of events that are cancelled will be handled with a different operating policy.

## Notes from the National Weather Service

- There is no safe place outside when thunderstorms are in the area. If you hear thunder you are likely within striking distance of the storm. Just remember, “When Thunder Roars, Go Indoors!”
- A lightning-safe structure is either a substantial building (one with plumbing and wiring such as a home, school, church, office building, indoor concourse or recreation center) or an enclosed metal vehicle. Once inside, stay away from showers, sinks, bath tubs, and electric equipment such as stoves, radios, corded telephones and computers.
- Unsafe buildings include car ports, open garages, covered patios, picnic shelters, beach pavilions, and golf shelters, tents of any kind, baseball dugouts, sheds, and partially enclosed vending areas.
- A safe vehicle is any fully enclosed metal-topped vehicle such as a hard-topped car, minivan, bus, truck, etc. While inside a vehicle, do not open any windows and do not use electronic devices such as radio communications or touch metal framework during a thunderstorm.
- Unsafe vehicles include golf carts, convertibles, motorcycles, or any other open cab vehicle
- Severe Thunderstorm Warnings are not issued based on lightning. All thunderstorms produce thunder and lightning and are potentially deadly. A Severe Thunderstorm Watch or a Tornado Watch are issued when conditions are favorable for the development of severe storms (wind gusts in excess of 58 MPH, quarter size hail or larger, or tornadoes). A Severe Thunderstorm or Tornado Warning is issued when severe weather has been detected or may be imminent.
- Most victims survive a lightning strike; however, medical attention is needed immediately. Have someone call 911. Victims do not carry an electrical charge and can be touched. In many cases, the victim’s heart and/or breathing may stop and rescue breathing and/or CPR may be needed. Monitor the victim until medical help arrives; heart and/or respiratory problems could persist, or the victim could go into shock. If possible, move the victim to a safer place away from the threat of another lightning strike.
- Lightning can strike outside of the rain area or thunderstorm cloud. In extreme cases, “bolts from the blue” can strike 10-15 miles from the thunderstorm. Don’t wait for rain to get to a safe structure and don’t leave the safe structure just because the rain has let up.



- Many lightning casualties occur because people do not seek a safe structure soon enough. Not wanting to appear overly cautious, many people wait far too long before reacting to this potentially deadly weather threat.
- Don't hesitate to stop the event and have patrons seek a lightning-safe structure if the sky appears threatening (especially if your weather watcher knows thunderstorms are a possibility). Thunderstorms can develop directly overhead and some storms may develop lightning just as they move into your area.
- Only about 10% of people who are struck by lightning are killed, leaving 90% with various degrees of disability, including life-long debilitating injuries.

## Version History

This document was created in Spring 2020 using policies already in place in CSLL. The document should be reviewed and updated before each Spring season with the most up-to-date CSLL rules and regulations. Listed here is the version history and verification of approval each year.

- Created January 2020. Approved by the CSLL Board of Directors on January 29, 2020
  - Approved updates include:
    - Coach Soft Toss T-Ball rules
    - Draft process for all and protected Assistant Coach in Junior Minor
    - Player Evaluation process (Appendix A)
- The CSLL All-Stars Rules Regulations and Selection Manual was approved by the CSLL Board of Directors on February 26, 2020.
- Updated to include reference to the most recent version of the ASAP Manual on May 2, 2020.
- Updated to include the Minor Athlete Safety policies approved by the CSLL Board of Directors on May 21, 2020 in compliance with Little League policy and the Safe Sport Act.
- Updated to include the CSLL Season Resumption Guide (Appendix C) approved by the CSLL Board of Directors on May 21, 2020. These guidelines apply to the Spring 2020 season only, unless an extension is approved by the board.
- Updated for clarity of division ground rules. Updated Appendix C to the COVID Guidelines approved by the CSLL Board of Directors for Spring 2021.
- Updated rules to add new T-Ball division and further update division ground rules for clarity. Removed Appendix C.

- Updated to clarify T-Ball division rules and to include Little League rule updates. August 2022
- Updated the new format of splitting the divisions by National (Even date of birth) and American (Odd date of birth) for Junior Minor and Senior Minor Divisions. August 2023

# Appendix A: Player Evaluation Process for the Junior Minor & Senior Minor Divisions

## JUNIOR MINOR DIVISION:

### 3 Stations

- Hitting in the batting cage
- Fielding and Throwing at short stop
- Catching at 1st base

### Process

1. Emails will be sent out to individual groups informing them of their arrival time, place and any necessary details. (schedule below)
2. Athletes will show up at their scheduled time and head to the check-in table.
3. At the check-in table, the athlete will receive a label with a specific number, That number will be used help the coaches who are evaluating will know who they are evaluating.
4. Each athlete will participate in each station and will be evaluated.
5. As the athlete completes all the stations, they are free to go.

### Needs

- # copies of Individual Player Evaluation form
- Pens
- Table
- Clip boards
- Station signs (should be at Bachmann during fall season)(Spring location changes base on availability)
- 1 coach to run/evaluate in the batting cage
- 1 coach to run/evaluate at the fielding station (Will evaluate them fielding/throwing/catching)
- 1 coach to hit grounders to short
- 2 buckets of balls in the batting cage
- 2 buckets of balls at home plate for the fielding station
- Bats
- Batting helmets

## SENIOR MINOR DIVISION:

### 4 Stations

- Hitting on the field
- Fielding and Throwing at short stop
- Catching at 1st base
- Pitching in the cage

### Process

6. Emails will be sent out to individual groups informing them of their arrival time, place and any necessary details. (schedule below)
7. Athletes will show up at their scheduled time and head to the check-in table.
8. At the check-in table, the athlete will receive a label with a specific number, That number will be used help the coaches who are evaluating will know who they are evaluating.
9. Each athlete will participate in each station and will be evaluated.
10. As the athlete completes all the stations, they are free to go.

#### Needs

- # copies of Individual Player Evaluation form
- Pens
- Table
- Clip boards
- Station signs (should be at Bachmann during fall season)(Spring location changes base on availability)
- 1 coach to run/evaluate the pitching cage
- 1 coach to catch in the pitching cage
- 1 coach to run/evaluate in the batting cage
- 1 coach to run/evaluate at short stop
- 1 coach to run/evaluate at 1st base
- 1 coach to hit grounders to short
- 2 buckets of balls in the batting cage
- 2 buckets of balls at home plate for the fielding station
- 1 bucket of balls in the pitching cage
- Bats
- Batting helmets

*Approved by CSLL Board of Directors 3/1/2024.*

## **Appendix B: Minor Athlete Safety Policies**

### **Limiting One-on-One Interactions**

#### *Appropriate One-on-One Interactions Policy*

Any meeting between a minor athlete and a volunteer must occur when additional staff is present, except under emergency circumstances. Meetings must occur where interactions can be easily observed and at an interruptible distance from another adult. If a one-on-one meeting takes place in an office, the door must remain unlocked and open. If a closed-door meeting is necessary, the volunteer must inform the athlete, and another adult must be present, and ensure the door remains unlocked. If an office has a window, blinds, and/or curtains should remain open during the meeting.

#### *Prohibited One-on-One Interactions Policy*

While some one-on-one interactions may be necessary, specifying prohibited one-on-one interactions provides volunteers, parents, minor athletes, and others with clear rules and expectations for athlete safety. It is important to set clear boundaries of acceptable and unacceptable behavior to protect minor athletes and all participants.

This policy shall apply to all volunteers and other adults who have regular contact with minor athletes. Except, as set forth in the policy for “Appropriate One-on-One Interactions,” minor athletes will not be left unattended or unsupervised during events. All deviations from the policy must be documented.

Volunteers or other adults who have regular contact with minor athletes, are prohibited from being alone with an individual minor athlete in any room or facility unless:

- there is an emergency;
- the volunteer or other adults who have regular contact with minor athletes, has obtained written permission from the minor athlete’s parent/legal guardian; or
- the volunteer or other adults who have regular contact with minor athletes, is the minor athlete’s parent/legal guardian, sibling, or personal care assistant

#### *Electronic Communication Policy*

As part of CSLL’s emphasis on minor athlete safety, all electronic communications between minor athletes and volunteers or other adults who have regular contact with minor athletes, must be professional in nature and for the purpose of communicating information about team activities. All deviations from this policy must be documented.

- Absent emergency circumstances, if a volunteer or other adult with authority over minor athletes needs to communicate directly with a minor athlete via electronic communications (including social media) another volunteer or other adult with authority over the minor athletes, or the minor's legal guardian must be copied.
- If a minor athlete communicates with a volunteer or other adult with authority over minor athletes privately first, the volunteer or other adult with authority over minor athletes should respond to the minor athlete with a copy to another volunteer or other adult with authority over minor athletes or the minor's legal guardian.
- Content of any electronic communication should be readily available to share with the minor athlete's family, USA Baseball or local affiliate organization upon request
  - Any request under the electronic communication policy must include copies of any email, electronic text, social media post, or similar communication, and to be sent to the minor athlete's parent/legal guardian and CSLL.
- Social Media
  - Volunteers or other adults who have regular contact with minor athletes, are not permitted to maintain social media connections with minor athletes.
    - Volunteers or other adults who have regular contact with minor athletes, are not permitted to accept any new personal page requests on social media platforms who are minors.
    - Existing social media connections with athletes who are minors shall be discontinued.
  - CSLL will monitor its organizational social media pages and remove any posts that violate policies and practices for appropriate behavior. Minor athletes or parent/legal guardian of minor athletes will be informed of any inappropriate posts.
- Email
  - Minor athletes and volunteers or other adults who have regular contact with minors, may use email to communicate. All email content between volunteers or other adults who have regular contact with minors, and minor athletes must be professional in nature and for the purpose of communicating information about team events.
  - A parent/legal guardian must be copied when communicating with a minor athlete through email.
  - Texting



- All text messages between volunteers or other adults who have regular contact with minors, and minor athletes must be professional in nature and for the purpose of communicating information about team events.
- Text messages cannot be sent to one individual minor athlete; must go to entire team and must have additional volunteer included.
- Request to Discontinue All Electronic Communications
  - The parents/legal guardians of a minor athlete may request in writing that their child not be contacted through any form of electronic communication by CSLL volunteers.

## *Travel Policy*

With regard to travel involving CSLL-related events, and in an effort to minimize one-on-one interactions, CSLL volunteers or other adults who have regular contact with minors, who are not also acting as a parent/legal guardian, should not drive alone with an unrelated minor athlete and should only drive with at least two other minor athletes or another adult at all times, unless otherwise agreed to in writing by the minor athlete's parent/legal guardian in advance of travel. Efforts must be made to ensure that volunteers or other adults who have regular contact with minors, are not alone with a minor athlete or participant (e.g., picking up and dropping off the minor athletes).

