



# **CNLL 2024 Operating Procedures**

## **Manager's Binder**

**(must be in dugout for games and at all practices)**



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## Managers Checklist:

1. Contact Parents
2. Hold Parent Meeting
3. Setup Gamechanger
  - a. Download the GameChanger App and use the same email that you used to register to be a manager. When you go to "find a team," (the + sign in the top right corner) you will have the option to import from SportsConnect. Click on that and your team should automatically appear. From there, you will be able to message your team. Schedule your practices and scrimmages and whatever else you may want to do.
4. Get Volunteers
  - a. Have Volunteers login to sports connect and do Background check.
  - b. Have Volunteers do Diamond Leader training (Coaches and anyone helping on the practice field).
    - i. <https://www.littleleague.org/diamondleader/>
  - c. Have volunteers complete the abuse awareness training. (see Abuse Awareness page)
5. Get Medical Release forms from all players and put in Managers Binder.
6. Fill out the Team Volunteer page in Binder.
7. Pick up uniforms and equipment.
8. Get \$300 in sponsorship.
9. Jamboree Basket



## Team Volunteers

Please list all team volunteers below along with their role on the team: i.e. Manager, Coach, Team Parent, Scorekeeper, Pitch Count, etc.

Volunteers need to log into their sports connect account, register themselves as user select season and which volunteer role they would like to sign up for. Answer all background questions and upload DL. **Questions send email to [safetyofficer@chandlernational.com](mailto:safetyofficer@chandlernational.com)**

NAME	ROLE	COMPLETED BACKGROUND
	Manager	
	Assistant Coach	
	Assistant Coach	
	Parent Volunteer	
	Parent Volunteer	
	Parent Volunteer	

# BASEBALL VOLUNTEER RESPONSIBILITIES

BELOW ARE SOME OF THE VOLUNTEER RESPONSIBILITIES

## **MANAGER**

SELECT TEAM, SELECT VOLUNTEERS, SCHEDULE PRACTICE TIMES AND DRILLS, COORDINATE AND COMMUNICATE WITH TEAMS PLAYERS AND PARENTS, SPRING SPONSORS (\$300 MIN), SPRING AUCTION BASKET, DEVELOP GAME PLAN (BATTING LINE UP, POSITIONS), SCHEDULE SPECIAL FUNCTIONS, AWARDS. KNOW RULES AND PROCEDURES

## **COACHES**

SUPPORT PRACTICES (PITCHING, CATCHING, FIELDING, BATTING, THROWING, ETC), WORK DUG OUT DURING GAMES, BASE RUNNER COACHES, CUT OFF POSITIONS, BASE RUNNING. KNOW RULES AND PROCEDURES

## **ASSTSTANT COACHES**

SAME AS COACHES AND BACK UP IN DUGOUT AS NEEDED. KNOW RULES AND PROCEDURES

## **PITCHING AND CATCHERS COACH**

FOCUS ON PITCHERS AND CATCHERS' PRACTICES, FORM AND PLAYING POSITION, COVERING PLATE ON 3<sup>RD</sup> BASE STEAL. KNOW RULES AND PROCEDURES

## **PITCH COUNT KEEPER**

FILL OUT PITCH COUNT BOOK DURING GAME. KEEP MANAGER INFORMED DURING GAME OF PITCHERS COUNT, CHECK WITH OPPOSING PITCH COUNT KEEPER ON PITCH COUNTS DURING GAME AND AT END OF GAME

## **SCORE KEEPER**

FILL OUT SCORE BOOK, VERIFY BETWEEN EACH INNING AND AT THE END OF THE GAME SCORE WITH OPPOSING SCORE KEEPER. KEEP MANAGER INFORMED BETWEEN EACH ½ INNING.

## **TEAM MOM (General Manager)**

COORDINATE AFTER GAME TREATS, SPRING BASKET, AWARDS BANQUET (IF ANY), SPECTAL TEAM BUILDING FUNCTIONS (MOVIE NIGHT, SWIM POOL, WATER BALLOON FIGHT, ETC)  
ALL VOLUNTEERS MUST FILL OUT BACKGROUND CHECK AND BE APPROVED

## LEAGUE ADMINISTRATION

### I. GENERAL ADMINISTRATION

CNLL operates under the guidelines of FOUR documents:

- The Constitution (Chandlernational.com: League Info>By Laws & Constitution)
- The By-Laws (Chandlernational.com: League Info>By Laws & Constitution)
- The Operating Procedures (Chandlernational.com: League Info>Managers Binder)
- The Little League Rule Book

## PLAYER/VOLUNTEER/MANAGER

### ELIGIBILITY AND REQUIREMENTS

#### I. PLAYER ELGIBILITY/REQUIREMENTS

- A. Baseball league age 9 to 16 years old shall try out during the time designated by CNLL. League age is determined by a player's age as per the Little League Age Chart (website: Resources>LL Age Chart)
  1. Any 9- or 10-year-old that does not try out shall be placed on a "AA" team.
  2. Any 11-year-old that does not try out shall be placed on a "AAA" team.
  3. A player that played in a higher division during the previous Spring season cannot be moved to a lower division the next season if they did not tryout due to age.
  4. A player that does not try out and is known to have ability above the division based on age they would be placed in may be considered for a higher division with a Board member sponsor and Board approval.
- B. Baseball league age 8-year-olds wishing to be considered in the draft to play "AA" minors shall try out. Any 8-year-old that does not try out, shall be placed on an "A" division team. 8-year-olds trying out for "AA" minors are NOT guaranteed placement on a "AA" minor team.
- C. 12-year-olds must be placed on a Majors division team with the exception of the clause set forth by Little League.
- D. 11-year-olds are eligible for "AAA" and Majors division teams only.
- E. 9 and 10 year-olds are eligible for "AA" and "AAA" division teams only.
- F. League age 7-year-olds shall be placed on an "A" division team.
- G. League age 5- and 6-year-olds shall be placed on a Rookie division team.

## II. VOLUNTEER ELIGIBILITY

- A. Volunteer applications shall specify which position the applicant is applying for; i.e., manager, coach, volunteer, etc.
- B. All adult personnel who have regular access to the players shall have a completed volunteer application including social security number and a copy of a current ID or driver's license on file with the League Safety Officer. The president or designee shall, pursuant to Little League (LL) [(b)(c) 8-9], perform background checks on all adult volunteers and maintain completed applications throughout the season. Refusal to annually submit such an application must result in immediate dismissal of the individual from the local league.

## III. MANAGER ELIGIBILITY, REQUIREMENTS, SELECTION PROCESS

- A. All first-time applicants, managers that have been with CNLL less than 2 spring seasons or managers that have had issues or complaints in the previous season shall participate in an interview process as prescribed by CNLL. These interviews must be conducted in person by a Board member.
- B. All managers being called in for interviews are determined by the applicable Division Director with final approval of the League President.
- C. Pursuant to LL operating guidelines, all managers and coaches shall be appointed by the League President.
- D. Prior service, interview participation and responses, background checks and any other relevant information shall be considered by the president in making appointments.
- E. Manager applicants who have been deemed unacceptable as a manager may also be deemed unacceptable to be a coach at the discretion of the BOD.
- F. Once appointments have been made, the Board of Directors shall approve or disapprove each Manager appointment individually based on background checks and any prior complaints lodged against said individuals.
- G. If an individual is not approved or appointed for any of the above reasons, the process and rationale shall remain exclusively with the President and Board.
- H. Once appointments and approvals have been concluded, the VP, or designee, shall inform the Manager applicants within 72 hrs.
- I. Any Board Member before the Board for approval as manager must recuse themselves from the voting process.
- J. The President, if applying for a managing or coaching position, must defer the authority to appoint themselves as manager or coach to the VP; additionally, the President shall be removed from the voting process.



- K. All managers must attend a league sponsored coaching meeting. Attendance shall be mandatory for at least one member of the coaching staff of each team. The entire coaching staff of each team shall be required to know the material presented. The clinic shall provide, at minimum:
  - 1. Instruction for teaching fundamental skills as necessary
  - 2. Local Rules
  - 3. Safety Training
  - 4. Division Specific Rules
- L. Only officially registered players, managers, coaches, board members and umpires shall occupy the confines of the playing field and dugouts prior to and during games.
  - 1. In the event a manager or coach is unavailable to attend a game, the acting manager may utilize the service of a league approved volunteer submitted by that team [LL. II.B.] as acting coach. In the event a manager or coach has quit, been suspended or terminated from the position, the President shall appoint a person(s) to fill the vacant position(s) for either the specified time frame or duration of the season.
- M. Managers should notify their players as soon as possible. Players shall be notified no later than one week from the point of team assignment. They must be notified of parent meeting, scheduled practice times and expectations.
- N. All managers and coaches are expected to read and be familiar with the LL rulebook, CNLL Operating Procedures and CNLL local rules.
- O. No player, manager, coach, umpire, parent or spectator shall smoke (including e-cigarettes), use chewing tobacco, illegal drugs or alcohol at any Little League function.

# PLAYER DRAFT AND CALL-UPS

## I. GENERAL DRAFT GUIDELINES

- A. The selection of players is based on Sections III, IV and V of the Official Regulations of Little League.
- B. ELIGIBLE PLAYERS: Only those candidates who are registered by a specified date and who have attended the mandatory or make-up tryout sessions and completed at least two of the three skills exercises are eligible for the draft selection process. Any player failing to attend at least one tryout session and completing two of the three skills exercises shall be a hat pick to teams as follows:

Spring

- a. Age 12 – Majors
- b. Age 11 – “AAA”
- c. Ages 9 & 10 – “AA”
- d. Age 8 – “A”

Unless one of the following occurs:

- 1. The player played in a higher division during the previous Spring season.
- 2. A player is known to have ability above the division based on age below. The player must have a Board member sponsor to be considered for a higher division without trying out.

C. TRYOUT ELIGIBILITY: Any player displaying a physical impairment such as a cast, splint, brace, etc., which would negatively affect his/her ability to demonstrate their skill level will NOT be allowed to participate in the tryouts and will be assigned to a team.

D. SECRECY: Players OR parents shall never be told the position in which a player was selected. Violation of this rule shall result in disciplinary action by the Board of Directors.

- II. DRAFT PROCESS. Team managers in the Major, “AAA”, and “AA” divisions shall select eligible players. Eligible players remaining from Majors draft (age 11) shall be selected by team managers in the “AAA” division. Team managers in the “AA” division shall select eligible players remaining from the “AAA” draft

- A. MAJORS. League age 11- and 12-year-old players.

- 1. The Player Agent shall suspend the drafting of any age group at the end of any round that is determined appropriate to assure that there are enough slots for all returning players required to be drafted into the Majors division and to ensure that there are enough slots for all 12-year-olds.

2. The order of the draft shall be determined by blind draw. The draft shall “snake” in order, with the odd-numbered rounds starting at the top moving down and the even rounds starting at the bottom going up, e.g. Round 1 = 1,2,3,4,5,6,7,8; Round 2 = 8,7,6,5,4,3,2,1. etc.
  3. Eligible players that did not attend try outs will be picked from a hat at the start of the draft and will then be moved to the manager’s last round pick.
- B. “AAA”. League age 9- to 11-year-old players.
1. The Player Agent shall suspend the drafting of any age group at the end of any round that is determined appropriate to assure that there are enough slots for all players required to be drafted into that division. All remaining 11-year-olds must be selected by “AAA” managers.
  2. The order of the drafts shall be determined by blind draw. The draft shall “snake” in order, with the odd-numbered rounds starting at the top moving down and the even rounds starting at the bottom going up, e.g. Round 1 = 1,2,3,4,5,6,7,8; Round 2 = 8,7,6,5,4,3,2,1. etc.
  3. Eligible players that did not attend try outs will be picked from a hat at the start of the draft and will then be moved to the manager’s last round pick.
- C. “AA”. League age 8- to 10-year-old players.
1. The Player Agent shall suspend the drafting of any age group at the end of any round that is determined appropriate to assure that there are enough slots for all players required to be drafted into that division. All remaining 10-year-old players not selected in the “AAA” must be selected by “AA” managers.
  2. The order of the drafts shall be determined by blind draw. The draft shall “snake” in order, with the odd-numbered rounds starting at the top moving down and the even rounds starting at the bottom going up, e.g. Round 1 = 1,2,3,4,5,6,7,8; Round 2 = 8,7,6,5,4,3,2,1. etc.
  3. Eligible players that did not attend try outs will be picked from a hat at the start of the draft and will then be moved to the manager’s last round pick.
- D. For Majors and “AAA” only, on draft day, a 13<sup>th</sup> round will be submitted for call-ups (“Potential Call-ups”). Majors will list 4 players age 11, and “AAA” will list 4 players ages 9 and 10. The 4 players will be listed in order of preference. Parents of the 13<sup>th</sup> round picks will be notified that their child could be moved up.
- E. DRAFT: BROTHERS AND/OR SISTERS: A Manager may submit an option on a draftee if the player’s brother or sister is a member of that Manager’s team. A parent may submit an option when brothers and/or sisters become candidates who are both subject to the draft. When the first brother or sister is drafted under the option agreement, the Manager automatically takes the brother or sister on his or her next turn. If the brother or sister is already a member of the team, the Manager within his or her first three draft selections must exercise the option. Options must be submitted in writing to the Player Agent prior to the start of the draft.
- F. Sons and/or daughters of managers: A Manager who has a son and/or daughter or is the guardian of a player who is eligible for the draft and the Manager wishes to protect their child, must state so prior to the beginning of the draft. The Manager is required to exercise this option

prior to the close of the specific draft round depending on the League age of the child. The Manager option takes priority over any other option. These provisions also apply for Managers having eligible brothers or sisters in the draft. The manager shall exercise the option by the following round:

Draft Round	Majors	AAA	AA
5	N/A	9 or 10	8
4	N/A	11	9
3	N/A	N/A	10

If a manager has more than one son/daughter playing on their team the draft rounds will be as follows:

Draft Round	Majors	AAA	AA
4 and 5	N/A	9 or 10	8
3 and 4	N/A	11	9
2 and 3	N/A	N/A	10

- G. MAJORS ONLY: Sons and/or daughters of managers: A Manager who has a son and/or daughter or is the guardian of a player who is eligible for the draft and the Manager wishes to protect their child, must state so prior to the beginning of the draft. Manager's kids must tryout with the rest of the kids at the mandatory tryouts. A BOD member will evaluate all kids (including the manager's kids). The BOD will then determine what round the manager's kid should be placed in. Failure to tryout means that manager's ballplayer is automatically a 1<sup>st</sup> round pick. No manager's kid will be lower than the 5<sup>th</sup> round.

### III. CALL-UPS

- A. Upon a Majors team losing a 12-year-old player, in accordance with LL Section III (d), the team shall obtain a 12-year-old player from the waiting list until 2 weeks after the first scheduled game. If the team loses a 12-year-old player after two weeks after the first scheduled game or no league age 12-year-old player is on the waiting list; the team will obtain the first available player from that team manager's Potential Call-up list, listed in order of preference. If a team loses a league age 11-year-old, the team will obtain the first available age-appropriate player from that team manager's Potential Call-up list, listed in order of preference. Note: No team shall have more than 8 players of the same league age.

- B. No call ups after 50% of the games have been played for “AAA” only and no call up for Majors in the last 2 weeks of the regular season.
- C. If “AAA” team loses a player, they can and will play with 11 players, if team loses one more player dropping them to 10, they will call up one player from a “AA” team that has a full 12-player roster.
- D. Upon a “AAA” team losing an 11-year-old player, in accordance with LL Section III (d), the team shall obtain an 11-year-old player from the waiting list until 2 weeks after the first scheduled game. If the team loses an 11-year-old player after two weeks after the first scheduled game or no league age 11-year-old player is on the waiting list, the team will obtain the first available player from that team manager’s Potential Call-up list, listed in order of preference. If a team loses a league age 9- or 10-year-old, the team will obtain the first available age-appropriate player from that team manager’s Potential Call-up list, listed in order of preference. Note: No team shall have more than 8 players of the same league age.

IV. CALL-UP PROCEDURES. ONLY “AAA” players are eligible to be called up to the Majors Division. ONLY “AA” players are eligible to be called up to the “AAA” Division. “A” Division players shall not be eligible to be called up to the “AA” Division.

- A. The President is made aware of all player movements prior to them occurring by the Player Agent and has final authority to approve or deny movement.
  - 1. Player Agent will be responsible for player/parent notification.
  - 2. Player Agent shall be responsible for Manager notification.
  - 3. Once notification of player movement is made to the parent, it becomes effective immediately.
  - 4. Vice President is to ensure that all managers adhere to positively promoting any such player movement.
- B. Call-ups shall be overseen and communicated by the Player Agent and President.
- C. If a roster position opens on a Majors division team, the manager shall adhere to the following:
  - 1. Managers shall have 48 hours from the point of notification that one of their players is no longer going to be with their team, whether through injury, player moving out of state, parent notification, etc., to inform the Player Agent in writing (email shall suffice).
  - 2. If a player misses two consecutive games or three consecutive events (practices or games), this shall also be considered cause for notification and the 48-hour rule shall go into effect. If a Manager fails to inform Player Agent in writing (electronic or otherwise) within 48 hours, they shall be suspended for their next regularly scheduled game by the President. This rule shall supersede all others in regard to notification. In this instance, the player replaced must be released, will not be eligible for regular or postseason play, and is returned to the draft pool the following year if age appropriate.
  - 3. The position shall be filled by a player of the same age, or older, as the player being replaced.

4. A player brought up to the Major division from a Minor division shall be considered a Major division player for the following year.

NOTE: A manager must inform their Division Director and Player Agent if a player has missed excessive practices and games (above three) and may be penalized if they do not.

#### V. LENGTH OF OWNERSHIP

- A. The Board of Directors shall reserve the right to continue any child as a player whose residence changes after becoming a member of the League as provided for in Regulation II (d) of the Official Regulations of Little League. However, the best interests of the child should be taken into consideration by the Board in exercising this right. NOTE: To maintain eligibility, a player must not miss spring season of baseball.
- B. All players shall be returned to the draft system annually.

#### VI. TRADES.

- A. Following the draft, managers may, if they desire, trade players; provided:
  1. Minor ("AAA" & "AA") division players may not be traded for Major division players.
  2. All trades must be player for player only. Trades involving a player for draft choices are not permitted.
  3. Managers shall present any trades that they propose to the Player Agent and President for approval. The Player Agent and President shall determine if the trade is a fair trade for all teams involved and shall either affirm or deny the trade based upon their determination. The criteria for trade approval shall include, but not be limited to, an opinion of the Player Agent and President that the trade includes a transfer of similar talent with both teams participating. All trades must take place prior to the managers leaving the premises on draft day.
  4. If either the Player Agent or President has a conflict of interest, i.e., if it involves their spouse or children, with any proposed trade, they shall abstain from voting on such trade and shall fall to the appropriate Division Director.

#### VII. LATE REGISTRATION

- A. Late registration players will be placed on a waiting list maintained by the Player Agent. Those players shall be listed in the order they registered with the Player Agent.
- B. The waiting list shall remain confidential, accessible only by the Player Agent and the President. The waiting list shall remain active for a period of two weeks after the first regular season game. During this two-week period if a position should open on a Major or Minor division roster, it shall be filled by the first age-appropriate player on the waiting list. An attempt will be made to find a roster position for every interested player.

# Rookie

1. Games will be played on fields A, B & C (see field map)
2. Game Time Limits:
  - A. No new inning after 1 Hour. NO EXCEPTIONS
  - B. Once an inning has been started it will be completed, or until dark on un-lit fields.
3. Field Setup:
  - A. Bases shall be set at 50 feet.
  - B. Home team on the schedule shall: Take the 3<sup>rd</sup> base dugout (foul line if no dugout)
  - C. Set up and take down bases; outfield cones; and
  - D. Supply Tee and game balls.
4. Both teams are responsible for picking up trash on and around the field after the game.
5. Game Play
  - A. Neither the score nor outs shall be recorded. An offensive player that makes an out shall be removed from the base, but an out shall not be recorded for the defensive team.
  - B. All players shall be in the batting order.
  - C. Offensive manager/coach shall pitch 3 balls to batter from either kneeling or standing position. If the ball is not batted fair, then the batter will use tee assist.
  - D. Each offensive team shall bat through the entire batting order before switching to defense.
  - E. Two (2) adult coaches may coach the bases while on offense.
  - F. Two (2) adult defensive coaches may be on the field when their team takes the field.
  - G. Defensive teams shall consist of the following:
    - a. All players on the field.
    - b. No catchers.
    - c. ONLY 6 infielders: pitcher, 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup>, SS, & Rover.
    - d. All other players in the outfield.
  - H. A batter gets 3 coach pitches. If they fail to put the ball in play after the 3 pitches, the batter must use the Tee to put the ball in play.
  - I. The coach closest to the play or base shall make the call. There is no appeal or protest.
  - J. When a player is batting, all other offensive players shall remain in the dugout or behind the backstop. No on-deck hitter.
  - K. Managers shall keep all bats inside the backstop. No player, other than the current batter, shall have a bat in their hands.
  - L. On a fair batted ball that does not pass the outfield cones, runners/batter may advance one base maximum unless put out by the defense.
  - M. A fair batted ball that rolls beyond the outfield cone line, ball is dead. Runners and batter are awarded two bases from the base they occupied at the time of the pitch. (Ground rule double)
  - N. A fair batted ball that passes the cone line in the air, ball is dead. Runners and batter all score (Homerun).
  - O. One base shall be awarded to a runner on an overthrow to (1<sup>st</sup>) or third (3<sup>rd</sup>) base, even if the ball is still in play.
  - P. Cheering/Noisemakers by Fans/Players

- a. A team shall only cheer for its own team. Consideration shall be given so that the cheer does not become a jeer designed to rattle or upset the other players, managers, coaches, parents or umpires.
  - b. Derisive language designed to demean an opposing team, player, manager, coach, parent or umpire shall not be allowed. The umpire shall only give the manager of the offending team one warning, and if the action(s) continues, the manager shall be ejected from the game.
  - c. Formal complaints concerning a player, manager, coach, parent, umpire or CNLL Board member requesting an investigation or action shall be in writing to the Director of the Division. Board members shall not act upon phone calls or oral complaints.
  - d. Artificial noise makers, public address systems or sound systems CANNOT be used at any time.
- Q. No on-deck hitters. No player other than at-bat-hitter can have a bat in their hands inside or outside of the playing fences or dugout during games.
- R. No player shall be allowed to throw a bat after contacting the ball. Managers are responsible for controlling bat throwing by players. Manager is subject to discipline if the same player continues to throw his/her bat.
- S. Any player who throws any piece of equipment as a sign of **temperament** is subject to ejection from the game and subsequent punishment. This shall include bats, balls, gloves, helmets, hats, catcher's equipment, etc.



## **A DIVISION**

1. Games will be played on field D, E, F, & G (see field map).
2. Game Time Limits:
  - A. No new inning after 1 hour and 15 minutes NO EXCEPTIONS
  - B. Per LL, any minor league game called for any reason shall be considered complete after one full inning has been completed.
3. Field Setup:
  - A. Home team (as indicated by the master schedule) shall:
    - a. Occupy the 3<sup>rd</sup> base dugout – foul line if there is no dugout.
    - b. Set up/takedown the bases and home run/ground-rule double cones.
    - c. Supply 5 game balls.
  - B. All bases will be set at 60 feet.
  - C. The pitching rubber will be set at 35 feet, with a 10-foot diameter circle. This circle will serve as the pitching area.
  - D. Home run/ground-rule double line will be set at 150 feet and marked by cones.
  - E. A hitting line will be marked by an arc with a radius of 8 feet from home plate. The area between home plate and the arc will be considered a 'foul-ball zone'.
  - F. Both teams will be responsible for cleaning up the field after each game.
4. Teams/Personnel
  - A. Each team roster will consist of a minimum of 11 players and a maximum of 13 players unless expressly approved by the Vice President of Baseball Operations and the Player Agent.
  - B. Offense
    - a. A maximum of four adult coaches can occupy the field of play while on offense – one pitcher, one catcher and an adult in each coaching box. No other adults shall be on the playing field in a coaching capacity, including the foul areas.
    - b. One adult coach (or team manager) must be always present in the dugout or batting area, whether the team is batting or on the field defensively.
  - C. Defense
    - a. A maximum of two adult coaches may be on the field, including the foul areas or behind home plate, when their team takes the field to play defense.
    - b. The defensive team will play with a maximum of 10 players on the field.
      - The 10<sup>th</sup> player MUST be placed in the outfield (a second pitcher and/or infield rover position is prohibited).
    - c. A team can play with 8 players if they have only 8 available for a given game.
  - D. Cheering/Noise Makers by Fans/Players
    - a. A team shall only cheer for its own team. Consideration shall be given so that the cheer does not become a jeer designed to rattle or upset the other players, managers, coaches, parents, or umpires.
    - b. Derisive language designed to demean an opposing team, player, manager, coach, parent, or umpire shall not be allowed. The umpire shall only give the

manager of the offending team one warning, and if the action(s) continues, the manager shall be ejected from the game.

- c. Formal complaints concerning a player, manager, coach, parent, umpire or CNLL Board member requesting an investigation or action shall be in writing to the Director of the Division. Board members shall not act upon phone calls or oral complaints.
- d. Artificial noise makers, public address systems or sound systems CANNOT be used at any time.

## 5. Game Play

### A. Pitching:

- a. Pitching will be done by a coach of the offensive team and can be done on a knee or standing position.
- b. The minimum pitching distance will be the front of the pitching circle – 30 feet.
- c. The recommended distance for 8-year-olds is at the back of the circle – 40 feet.
- d. Coach-pitcher shall take a minimum of 5 baseballs to the circle each inning.

### B. Batting:

- a. A continuous batting order including all players present shall be used. Managers are strongly encouraged to vary their batting orders each game, i.e., players should not bat in the same spot in the lineup from game to game.
- b. NO on-deck hitter is allowed and only the first batter of each half-inning will be permitted out of the dugout between half-innings. All other players shall be in the dugout or behind the backstop and may not have a bat in their hands.
- c. A home run will be awarded to a batter clearing the line (Cones) with a fly ball.
- d. A ground-rule double will be awarded to any batter that clears the line (touched or untouched) with a ground ball.
- e. Any ball that does not clear the hitting line will be considered a foul ball. A ball that hits beyond the hitting line and retreats into the 'foul ball zone' will be considered in play.
- f. A player shall only receive FIVE pitches to put the ball in play regardless of the pitch being considered a ball or strike. The only exception will be on a 5<sup>th</sup> pitch foul ball. The batter will CONTINUE to receive pitches as he/she continues to foul off pitches or puts the ball in play.
- g. Bunting will NOT be allowed during regular or postseason game play.
- h. Any batted ball that strikes the pitcher/coach shall be deemed dead and re-done.

### C. Base Running:

- a. There is NO stealing of any base allowed.
- b. On a fair batted ball that does not pass an infielder, runners may advance a maximum of one base at their own risk unless put out by the defense.
- c. On a fair batted ball that passes an infielder but does not pass the outfield cone line, runners once they round the base may advance at their own risk.
- d. On a fair batted ball that rolls past the outfield cone line, the ball is dead, and all runners/batter are awarded two bases from the base they occupied at the time of the pitch. (Ground rule double)

- e. On a fair batted ball that passes the cone line in the air, the ball is dead. Runners and batter all score (Homerun)
- D. Overthrows:
  - a. A cone will be set 10 feet in foul territory of first and third base.
  - b. A throw which is intended to make a play on a runner at first or third and is overthrown but does not pass the cone, is a dead ball and runners may NOT advance.
    - Example 1: Runner on 3<sup>rd</sup>, groundball to short who overthrows first and the ball does NOT pass the cone. Runner on 3<sup>rd</sup> scores, batter stays at first.
  - c. A throw which is intended to make a play on a runner at first or third and is overthrown and does pass the cone is a dead ball. The runner for which the play was made is awarded one base. However, no other runner, unless forced by the award shall advance past the base obtained.
    - Example 1: Runner on 3<sup>rd</sup>, groundball to short who overthrows first and the ball passes the cone. Runner on 3<sup>rd</sup> scores, batter is awarded 2<sup>nd</sup>.
    - Example 2: Runner 1<sup>st</sup> and 2<sup>nd</sup>, groundball to short who overthrows first and the ball passes the cone. Batter is awarded 2<sup>nd</sup>. Runner on 2<sup>nd</sup> scores, runner on first goes to third as result of the awarded force.
  - d. Any overthrow of second base is a dead ball and runners may not advance beyond one base from their position at the time of the pitch.
- E. NO score is to be kept for regular-season games. The objective of the “A” division is to teach players fundamentals in a positive environment. Competitiveness is secondary to providing players with learning opportunities and allowing them to play a variety of positions.
- F. The length of each half-inning shall be three outs or five players cross home plate, whichever comes first.

**NOTE: We do NOT keep score in the A division, we only give you a score book to help keep track of which players have been playing in the infield or outfield and to make sure you switch their positions around.**

- 6. Tournament (Postseason)
  - A. **Tournament matchups:** Division Director will do a random draw for brackets.
  - B. All regular season rules apply except during the tournament unless otherwise specified.
  - C. The home team must provide a scorekeeper for the game.
  - D. A coin will be flipped to determine the home and visitor team. The home team will sit on the 3<sup>rd</sup> base side and the away team will sit on the first base side.
  - E. No new inning after 1 hour, 15 minutes. (See Championship Game below)
  - F. The 5 plus run rule is in place for the tournament. This means a team may score up to 5 runs in an inning if they are ahead or if behind that team may go ahead by only 5 runs in an inning. For example, Team A has 5 runs and Team B has 0 runs. When Team A bats they can only score 5 runs since they are ahead. Team B can score up to 10 runs because they can score 5 runs over what the other team has.

- G. If after 4 innings a team is ahead by 20 runs the game is over and the team ahead wins the game.
- H. In the last inning of the Championship game the 5 plus rule will be eliminated.
- I. An umpire (bases only) will be provided for the Championship game.
- J. The Championship game will be 6 innings. In the case of a tie, play will continue until there is a winner.
- K. Once an inning has been started it will be completed (should darkness create an unsafe environment. Stop the game). The final inning will be rescheduled and played until there is a winner.
- L. A team must have 8 players to begin and end the game. If 8 players are always not on the field, then that team will forfeit the game.

## “AA” DIVISION

1. Games will be played on fields 7,8,9 or 10 (see field map).
2. Game Time Limits:
  - A. No new inning after 1 hour and 40 minutes.
  - B. Each half inning will end in the event of either:
    - Three outs made by the defense or
    - the offense has scored five runs OR have gone ahead by five runs (a plus 5 run limit is in effect).
  - C. Per LL [VII (h.)] any minor league game called for any reason shall be considered complete after 1 full inning has been completed.
  - D. Once an inning has been started it will be completed.
  - E. There is no “drop dead” time.
  - F. The new inning starts immediately after the 3<sup>rd</sup> out is recorded from the previous inning.
  - G. Once the 3<sup>rd</sup> out is recorded the team taking the field has 1 minute for warmups between innings.
  - H. Per LL [X (a.)] no new inning after 10 pm.
  - I. Time limits are the responsibility of the Home Plate Umpire and cannot be appealed.
3. Team Responsibilities
  - A. Home teams are responsible for Field Set Up and Visiting Teams are responsible for Post Game Take Down.
    - a. Pre-Game Set Up – Home Team
      1. The first manager to arrive at the fields should open all combo locks (same combo for all) which include the following.
      2. The sheds between 7 & 8 and at field 10.
      3. Scoreboard boxes behind the back stops of field 7 & 8.
      4. BOTH managers are responsible for setting up and running their appropriate field scoreboard. Only fields 7 & 8 have scoreboards.
      5. Put out bases for respective fields.
      6. Rake, drag, chalk and water the fields. There are sprinkler valves at each field, see page (42) for sprinkler valve locations.
    - b. Post-Game Tear Down – Visiting Team
      1. Drag and water dirt areas. (Put plugs in base receptacles before dragging). Please see sprinkler valve location page for locations of sprinkler valves.
      2. All equipment is put away including:
        - a. Rakes and shovels.
        - b. Chalk machines and batter’s box squares.
        - c. Bases, Hoses, & Drags
      3. Close sheds. Lock and spin tumblers on lock.
      4. Place scoreboard controllers (field 7 and 8) and cables in black box at back of backstop. Lock and spin tumblers on lock.
      5. The lights are turned off. The VISITING team is responsible for ensuring everything is put away and secured.

c. Snedigar Light Codes

1. NOTE: TURN LIGHTS OFF TO YOUR FIELD AS SOON AS POSSIBLE AFTER FIELD TAKE DOWN. CNLL HAS TO PAY FOR THE LIGHT SAGE. INDIVIDUAL FIELD LIGHT CODES WILL BE PROVIDED BY YOUR DIVISION DIRECTOR. LIGHTS ARE ONLY FOR CNLL USE AND MUST BE APPROVED FOR PRACTICE SESSIONS.

**REMIND YOUR PARENTS THAT UNLESS THEY ARE ASSISTING WITH FIELD WORK, THEY ARE NOT ALLOWED BEYOND THE GATE AT THE END OF THE DUGOUTS BETWEEN FIELDS 7 AND 8.**

- B. Each team shall clean up their dugout area after their game.
  - C. Each team shall remove the trash from the area after their game.
  - D. The visiting team of the last game, on each field, each night shall be responsible for putting away the bases, dragging and watering the fields, locking all sheds and score boxes and turning off the lights.
  - E. The HOME team shall occupy the third base dugout, the VISITING team the first base dugout.
  - F. The HOME shall provide an official scorekeeper and a separate official pitch count tracker.
4. Manager/Coaches
- A. A maximum of three approved volunteers over 18, per team, may be on the field or in the dugout during play.
  - B. Managers may elect to use two adult base coaches, one at first and one at third. An adult manager or coach is only allowed to coach first or third only if there is at least one approved adult manager or coach in the dugout to supervise the players.
  - C. Front dugout gates (the ones closest to home plate) shall remain closed during play. A manager or coach shall always remain in the dugout. If a coach or manager isn't available to coach 1st or 3rd base, a player may coach 1st or 3rd base and must wear a helmet to do so. One manager or coach may remain in the rear of the dugout with the gate open but shall remain in the dugout with both feet on the concrete. If a ball enters the dugout during play, the ball is considered dead and runners shall be awarded one additional base.
    - The Umpire shall only provide one warning to the manager for infraction of this rule.
    - The second violation shall result in both gates of the offending team's dugout being closed during play.
    - There is no appeal to this ruling on the field.
  - D. Managers or coaches shall NOT be on the playing field, except to coach first or third base, without the expressed approval of the Umpire.
    - Under no circumstances may a manager or coach approach their opposition's coaches, managers, spectators, dugout or players with criticisms or complaints.
    - Managers (only) may ask for a time out and, if granted, approach the Umpire but not the opposition.

- Violation of this rule may be grounds for immediate ejection and other penalties as described in these rules and LL rules.

#### 5. Forfeits

- A. The Home plate umpire shall call a forfeit of the game at 10 minutes past the scheduled or official start time if one team is unable to field 8 players and unable to start the game.
- B. If a team cannot complete the game with 8 players, the game is a forfeit.
- C. The forfeit shall be recorded as a 6-0 loss in favor of the team that is able to field 9 players.
- D. There will be NO rescheduling of any forfeited game.
- E. The BOD encourages teams to play a scrimmage game where a game is forfeited for a team(s) not being able to field at least 8 players.

#### 6. Continuous Batting Order

- A. A continuous batting order shall be used that includes all players on the roster present for the game. Players arriving after submission of the line-ups to the umpire shall be placed at the end of the order. If a player becomes injured, ill or must leave the game site after the start of the game, the team will skip over his/her spot in the line-up without penalty. If said player returns, he/she will be re-inserted into their original spot in the batting order and the game continues. A line-up card shall be provided to the opposing team manager. Line-up cards shall include each player's first and last name along with each player's jersey number.

#### 7. Injuries

- A. If a batter becomes injured while at the plate and cannot continue to play, the proper batter becomes the one whose name immediately follows that of the injured player in the batting order. The new batter begins with a new count. If an injured batter's turn comes up and he cannot play he is skipped without a penalty.
  - If batter is hit by pitch and cannot continue, the last batted out will become the runner for the injured batter. The batter does not have to touch first base.
- B. If a runner becomes injured while on base or running between bases, then the offensive player who made the last batted out shall take the place of the injured runner.
- C. A player may be entered and/or re-entered defensively into the game anytime except the pitcher. A player, once removed as a pitcher, may not re-enter the position of pitcher.

#### 8. Minimum Play Requirements

- A. MINIMUM PLAY RULE (MPR) shall be in effect. No player shall sit on the bench more than one consecutive inning. As CNLL has adopted a full roster batting order, 'one at bat' already applies. If a player does sit for more than one consecutive inning, that player must START the next game AND complete the shortage from the prior game PLUS remain in the game until his MP is fulfilled for the current game. In addition, the manager shall receive a written warning for the first offense, a suspension for the next scheduled game for the second offense and a suspension for the remainder of the season for the third offense. If the violation is determined to be intentional, a more severe penalty may be assessed by the board of directors. However, a forfeiture of a game may not be invoked.

- B. Exception: (per LL Rulebook Regulation IV Note 2) if the game is shortened, the board of directors may elect not to impose a penalty on the manager/coach. However, the penalty in this regulation regarding the player who did not meet mandatory play cannot be reduced or waived in a shortened game.

**Note: the home team not batting in the bottom of the 6th inning is not considered a shortened game.**

9. Pitcher Eligibility

- A. Little League rules for pitching shall be strictly enforced [LL. VI].
- B. The number of pitches allowable under this regulation is based on the pitcher's age. Specific rest periods are in place when a pitcher reaches a higher threshold of pitches delivered in a day.

The table below gives an overview of the number of pitches that will be allowed per day for each age group during the spring season.

League Age	Pitch Limit (per Day)	Pitches Thrown	Days of Rest Needed
8 & under	50	20 & under	0
9 & 10	75	21-35	1
		36-50	2
		51-65	3
		>66	4

- C. Exception: If a pitcher reaches the limit imposed in LL Regulation VI (c) for his/her league age while facing a batter, the pitcher may continue to pitch until any one of the following conditions occur: 1) That batter reaches base; 2) That batter is put out; 3) The third out is made to complete the half inning. The rest day is determined by when the pitcher started his last batter. For example: The pitcher starts his last batter with 19 pitches and throws 4 pitches to the next batter. This pitcher's rest is (0) days per the rule. If the pitcher starts his last batter with pitch number 21 then he will be required to rest (1) day.

D. Days' Rest

- If a player pitches 1-20 pitches in a game, zero (0) calendar days of rest must be observed.
- If a player pitches 21-35 pitches in a game, one (1) calendar day of rest must be observed.
- If a player pitches 36-50 pitches in a game, two (2) calendar days of rest must be observed.
- If a player pitches 51-65 pitches in a game, three (3) calendar days of rest must be observed.
- If a player pitches over 66 pitches in a game, four (4) calendar days of rest must be observed.



- E. Per the rule (Regulation VI d Note) under no circumstances may a pitcher pitch on three (3) consecutive days.
- F. LIMITATIONS ON A PLAYER PLAYING PITCHER AND CATCHER
- If a catcher catches three (3) or less innings, he may also pitch. Standard pitch count rules are in effect.
  - If a catcher plays the catcher position for any part of four (4) innings, he may NOT pitch.
  - If he has caught three (3) or less innings, pitches for less than 21 pitches, he may return to catcher and finish the game.
  - However, if he has caught three (3) or less innings AND makes 21 or more pitches he may NOT return to the position of catcher. (Standard "completes the hitter" rules apply.)
  - If a pitcher has made less than 40 pitches (standard "completes the hitter" rules apply) and has not previously caught, he may play the position of catcher for the remainder of the game.
  - If a pitcher exceeds 40 pitches, he may not play the position of catcher. (standard "completes the hitter" rules apply)

Pitching Rules		Catching Rules	
# of Pitches	Days Rest	<3 innings	Standard Pitch Count
1-20		4+ innings	Can Not Pitch
21-35	1	<3 <21 pitches	Can return to catch
36-50	2	<3 22+ pitches	Can Not Catch
51-65	3	<40 pitches	Can return to catch
66+	4	40+ pitches	Can not return to catch
Age	Max Pitches		
8 & under	50		
9 & 10	75		

- G. Pre-Game disclosure: both managers need to disclose and communicate to each other and the umpire any non-eligible pitchers, and players not playing due to illness, injury or absence at the pre-game meeting at home plate prior to beginning the game.
- H. Pitchers are limited to 8 warm up pitches at the start of any game and 4 warm up pitches for any other inning.
- I. Any manager, coach or team representative found using ineligible pitchers, catchers, or players are subject to a minimum one game suspension.
- J. A manager or coach may cross the foul line to conference with any player during a defensive timeout requested and granted by the umpire. The conference [visit], no matter the position of the player, shall be charged as a visit with the pitcher.
- K. Pitcher must be removed from the mound on 3<sup>rd</sup> visit of the inning or 4<sup>th</sup> mound visit of the game.

## 10. Player Equipment

**Managers are responsible for ensuring all player equipment meets the standards of Little League and CNLL including padding of batting and catching helmets, catcher throat guards, etc. Contact the Equipment Manager [equipmentmanager@chandlernational.com](mailto:equipmentmanager@chandlernational.com) for other CNLL provided equipment issues.**

- A. Any player warming up a pitcher shall wear protective catcher's helmet, mask, and throat guard.
- B. Male catchers must wear a protective cup.
- C. All catchers must have 'dangling type' throat guard as provided by the league.
- D. All batters, base runners and player base coaches must wear protective helmets.
- E. Bats must adhere to the USA BAT policy in the LL rules and have the USA stamp on the bat. Managers are responsible for ensuring all bats meet this requirement.
- F. Absolutely **no stickers or decals** are allowed on batting helmets whether a personal helmet or one provided by CNLL. If stickers cannot be removed, the helmet cannot be used.
- G. Players shall not wear jewelry or watches of any kind unless it is medically necessary.
- H. Teams shall not make any additions to the provided uniforms other than attaching the LL approved patch on the left sleeve of the jersey. Examples of unapproved additions include but are not limited to: Player's names on jerseys, hats or pants, stickers or embroidery to jerseys, hats or pants, etc. If a team makes any unapproved changes to their uniforms it shall result in replacement of the uniforms at the manager's expense.
- I. Players shall be allowed to wear "cooling rags" while on defense only. These "rags" may not be a closed-loop type resembling a necklace.

**11. Protests**

- A. NO protest is allowed in AA division games.

**12. Ejections**

- A. If a player, manager, coach or spectator is ejected from a game, they must leave the grounds immediately. Failure to comply shall result in forfeiture of the game.
- B. Automatic suspension from the next game shall be mandatory for any ejected player, coach or manager. Further suspension shall be considered if necessary.
- C. The manager may come to the following game AS A SPECTATOR, he/she may not communicate with the coaches or players about game play, before, during, or after the game.
- D. Any player ejected from a game shall attend the next game and sit in the dugout in uniform but shall not participate in the game.

**13. Scorebook/Pitch Count Book**

- A. All scorebooks and pitch count books are league domain, i.e. opposing managers, scorekeepers and all league officials shall be provided access to a team's scorebook and pitch count book upon request.
- B. You must have 2 different people to keep these books, one for the scorebook and a different person doing the pitch count book. Books must remain out of the dugout so the opposing team may discuss score and pitch counts.
- C. The home team shall keep the official scorebook with the score of the game.
- D. The official start time for every game is provided by the umpire and shall be recorded in the scorebook.

- E. Both teams will keep the pitch count for every pitcher and both managers will sign each other's pitch count sheet after the game. The home team is the official pitch counter for both teams.
    - Scorekeepers and pitch counters should verify with the other team's scorekeeper and pitch counter in between innings.
  - F. Teams must use the league provided scorebook and pitch count book for each game GameChanger is not official.
  - G. Specific attention should be placed on ensuring accuracy of pitcher information (pitches thrown).
  - H. Divisional Directors shall have access to the CNLL website to update their division's standings.
    - The home team manager must report final score to Division Director.
  - I. Directors shall update the league website within 48 hours from completion of game.
14. Cheering/Noise Makers by Fans/Players
- A. A team shall only cheer for its own team. Consideration shall be given so that the cheer does not become a jeer designed to rattle or upset the other players, managers, coaches, parents, or umpires.
  - B. Derisive language designed to demean an opposing team, player, manager, coach, parent, or umpire shall not be allowed. The umpire shall only give the manager of the offending team one warning, and if the action(s) continues, the manager shall be ejected from the game.
  - C. Formal complaints concerning a player, manager, coach, parent, umpire or CNLL Board member requesting an investigation or action shall be in writing to the Director of the Division. Board members shall not act upon phone calls or oral complaints.
  - D. Artificial noise makers, public address systems or sound systems CANNOT be used at any time.
15. Miscellaneous Rules:
- A. A batter is out for illegal action when: he/she **fakes a bunt** and then takes a full swing. Commonly referred to as a "butcher-boy".
  - B. The pitcher must be removed from the mound when: he/she has hit three batters during one inning or hit a total of 5 batters during the game.
  - C. Only one offensive (while at bat) time out is permitted per inning, and only after permission is granted by the Chief Umpire.
  - D. No on-deck hitters. No player other than at-bat-hitter can have a bat in their hands inside or outside of the playing fences or dugout during games.
  - E. No player shall be allowed to throw a bat after contacting the ball. Managers are responsible for controlling bat throwing by players. Managers failure to correct the player may be subject to discipline.
  - F. Any player who throws any piece of equipment as a sign of temperament is subject to ejection from the game and subsequent punishment. This shall include bats, balls, gloves, helmets, hats, catcher's equipment, etc.
  - G. Mercy Rule:
    - If at the end of three (3) innings, two and one-half innings if the home team is ahead, one team has a lead of fifteen (15) runs or more, the manager of the

team with the least runs shall concede victory to the opponent. If at the end of (4) innings, three and one-half innings if home team is ahead, one team has a lead of ten (10) runs or more, the manager of the team with the least runs shall concede the victory to the opponent. If at the end of (5) innings, four and one-half innings if home team is ahead, one team has a lead of eight (8) runs or more, the manager of the team with the least runs shall concede the victory to the opponent.

#### 16. Game Play

- A. The 5 plus run rule applies. Each team can go up 5 runs past the other team each inning and then the inning is over (even if three outs have not yet occurred).
  - Example: The visiting team scored 5 runs in the first inning, the home team has only achieved one out in the first inning, since the visitors have reached their five runs, the half-inning is over. The home team can now score 10 runs before or the visitors can make 3 outs whichever comes first and then it will be the 2<sup>nd</sup> inning, etc.

[NOTE: There is no continuation play. If the 5th and 6th run of the inning scores from the play. The 6<sup>th</sup> run does not count. Limit is 5 runs.]

- B. Intentional Walks – prior to a pitch being thrown the defense elects to “intentionally walk” the batter by announcing this to the plate umpire. The announcement must be made by the manager by requesting and being granted a “time” by the umpire and then informing the plate umpire of the intent to walk the batter.
  - The ball is considered dead, and no other runners may advance unless forced by the batter’s award.
  - Four pitches will be added to the pitch count.
  - You may only Intentionally Walk a player 1 time without throwing pitches. The second time you want to walk the player you must throw him 4 balls.
- C. A team must have 8 players to begin and end a game.
  - If a team starts with 8 players, the 9<sup>th</sup> spot in the batting order will be automatic out every at bat.
  - If a team starts the game with 9 players but one gets sick, hurt, or must leave early, that player's spot in the batting lineup is not an out and is simply skipped.
  - If a player is sick, they are not to be in the dugout and should leave immediately.
- D. A baserunner may not advance to the next base once the pitcher has possession of the baseball and has at least one foot on the green mound (bump).

#### 17. Tournament Rules

- A. All regular season rules apply unless otherwise specified. (including the mercy rule as stated above)
- B. During the Championship game only, the 5 plus run rule will be eliminated in the 6th inning of this game.

- C. The Championship game will be 6 innings. In the case of a tie after 6 innings, the game continues until there is a winner.
- D. All tournament games must have a winner and will play extra innings if necessary to determine the winner.
- E. Tournament Seeding will be determined by the regular season record of all teams.
  - Tie Breaker
    - 1. Head-to-Head Record
    - 2. Least number of Runs allowed.
- F. The home team shall be determined by the team with the higher seed (#1 is the highest seed).
- G. Double Elimination (Must lose twice)

## “AAA” DIVISION

1. Games will be played on fields 7,8,9 or 10 (see field map).
2. Game Time Limits:
  1. No new inning after 1 hour and 40 minutes.
  2. Each half inning will end in the event of either:
    - Three outs made by the defense or
    - the offense has scored five runs OR have gone ahead by five runs (a plus 5 run limit is in effect).
  3. Per LL [VII (h.)] any minor league game called for any reason shall be considered complete after 1 full inning has been completed.
  4. Once an inning has been started it will be completed.
  5. There is no “drop dead” time.
  6. The new inning starts immediately after the 3<sup>rd</sup> out is recorded from the previous inning.
  7. Once the 3<sup>rd</sup> out is recorded the team taking the field has 1 minute for warmups between innings.
  8. Per LL [X (a.)] no new inning after 10 pm.
  9. Time limits are the responsibility of the Home Plate Umpire and cannot be appealed.
3. Team Responsibilities
  1. Home teams are responsible for Field Set Up and Visiting Teams are responsible for Post Game Take Down.
    - Pre-Game Set Up – Home Team
      2. The first manager to arrive at the fields should open all combo locks (same combo for all) which include the following.
      3. The sheds between 7 & 8 and at field 10.
      4. Scoreboard boxes behind the back stops of field 7 & 8.
      5. BOTH managers are responsible for setting up and running their appropriate field scoreboard. Only fields 7 & 8 have scoreboards.
      6. Put out bases for respective fields.
      7. Rake, drag, chalk and water the fields. There are sprinkler valves at each field, see page (42) for sprinkler valve locations.
    - Post-Game Tear Down – Visiting Team
      8. Drag and water dirt areas. (Put plugs in base receptacles before dragging). Please see sprinkler valve location page for locations of sprinkler valves.
      9. All equipment is put away including:
        - a. Rakes and shovels.
        - b. Chalk machines and batter’s box squares.
        - c. Bases, Hoses, & Drags
      10. Close sheds. Lock and spin tumblers on lock.
      11. Place scoreboard controllers (field 7 and 8) and cables in black box at back of backstop. Lock and spin tumblers on lock.

12. The lights are turned off. The VISITING team is responsible for ensuring everything is put away and secured.
- d. Snedigar Light Codes
  1. NOTE: TURN LIGHTS OFF TO YOUR FIELD AS SOON AS POSSIBLE AFTER FIELD TAKE DOWN. CNLL HAS TO PAY FOR THE LIGHT SAGE. INDIVIDUAL FIELD LIGHT CODES WILL BE PROVIDED BY YOUR DIVISION DIRECTOR. LIGHTS ARE ONLY FOR CNLL USE AND MUST BE APPROVED FOR PRACTICE SESSIONS.

**REMIND YOUR PARENTS THAT UNLESS THEY ARE ASSISTING WITH FIELD WORK, THEY ARE NOT ALLOWED BEYOND THE GATE AT THE END OF THE DUGOUTS BETWEEN FIELDS 7 AND 8.**

2. Each team shall clean up their dugout area after their game.
3. Each team shall remove the trash from the area after their game.
4. The visiting team of the last game, on each field, each night shall be responsible for putting away the bases, dragging and watering the fields, locking all sheds and score boxes, and turning off the lights.
5. The HOME team shall occupy the third base dugout, the VISITING team the first base dugout.
6. The HOME shall provide an official scorekeeper and a separate official pitch count tracker.
4. Manager/Coaches
  1. A maximum of three approved volunteers over 18, per team, may be on the field or in the dugout during play.
  2. Managers may elect to use two adult base coaches, one at first and one at third. An adult manager or coach is only allowed to coach first or third only if there is at least one approved adult manager or coach in the dugout to supervise the players.
  3. Front dugout gates (the ones closest to home plate) shall remain closed during play. A manager or coach shall always remain in the dugout. If a coach or manager isn't available to coach 1st or 3rd base, a player may coach 1st or 3rd base and must wear a helmet to do so. One manager or coach may remain in the rear of the dugout with the gate open but shall remain in the dugout with both feet on the concrete. If a ball enters the dugout during play, the ball is considered dead and runners shall be awarded one additional base.
    - The Umpire shall only provide one warning to the manager for infraction of this rule.
    - The second violation shall result in both gates of the offending team's dugout being closed during play.
    - There is no appeal to this ruling on the field.
  4. Managers or coaches shall NOT be on the playing field, except to coach first or third base, without the expressed approval of the Umpire.
    - Under no circumstances may a manager or coach approach their opposition's coaches, managers, spectators, dugout or players with criticisms or complaints.

- Managers (only) may ask for a time out and, if granted, approach the Umpire but not the opposition.
- Violation of this rule may be grounds for immediate ejection and other penalties as described in these rules and LL rules.

#### 5. Forfeits

1. The Home plate umpire shall call a forfeit of the game at 10 minutes past the scheduled or official start time if one team is unable to field 8 players and unable to start the game.
2. If a team cannot complete the game with 8 players, the game is a forfeit.
3. The forfeit shall be recorded as a 6-0 loss in favor of the team that is able to field 9 players.
4. There will be NO rescheduling of any forfeited game.
5. The BOD encourages teams to play a scrimmage game where a game is forfeited for a team(s) not being able to field at least 8 players.

#### 6. Continuous Batting Order

1. A continuous batting order shall be used that includes all players on the roster present for the game. Players arriving after submission of the line-ups to the umpire shall be placed at the end of the order. If a player becomes injured, ill or must leave the game site after the start of the game, the team will skip over his/her spot in the line-up without penalty. If said player returns, he/she will be re-inserted into their original spot in the batting order and the game continues. A line-up card shall be provided to the opposing team manager. Line-up cards shall include each player's first and last name along with each player's jersey number.

#### 7. Injuries

1. If a batter becomes injured while at the plate and cannot continue to play, the proper batter becomes the one whose name immediately follows that of the injured player in the batting order. The new batter begins with a new count. If an injured batter's turn comes up and he cannot play he is skipped without a penalty.
  - If batter is hit by pitch and cannot continue, the last batted out will become the runner for the injured batter. The batter does not have to touch first base.
2. If a runner becomes injured while on base or running between bases, then the offensive player who made the last batted out shall take the place of the injured runner.
3. A player may be entered and/or re-entered defensively into the game anytime except the pitcher. A player, once removed as a pitcher, may not re-enter the position of pitcher.

#### 8. Minimum Play Requirements

1. MINIMUM PLAY RULE (MPR) shall be in effect. No player shall sit on the bench more than one consecutive inning. As CNLL has adopted a full roster batting order, 'one at bat' already applies. If a player does sit for more than one consecutive inning, that player must START the next game AND complete the shortage from the prior game PLUS remain in the game until his MP is fulfilled for the current game. In addition, the manager shall receive a written warning for the first offense, a suspension for the next scheduled game for the second offense and a suspension for the remainder of the season for the third offense. If the violation is determined to be intentional, a more



severe penalty may be assessed by the board of directors. However, a forfeiture of a game may not be invoked.

2. Exception: (per LL Rulebook Regulation IV Note 2) if the game is shortened, the board of directors may elect not to impose a penalty on the manager/coach. However, the penalty in this regulation regarding the player who did not meet mandatory play cannot be reduced or waived in a shortened game.

**Note: the home team not batting in the bottom of the 6th inning is not considered a shortened game.**

#### 9. Pitcher Eligibility

1. Little League rules for pitching shall be strictly enforced [LL. VI].
2. The number of pitches allowable under this regulation is based on the pitcher's age. Specific rest periods are in place when a pitcher reaches a higher threshold of pitches delivered in a day.

The table below gives an overview of the number of pitches that will be allowed per day for each age group during the spring season.

League Age	Pitch Limit (per Day)	Pitches Thrown	Days of Rest Needed
8 & under	50	20 & under	0
9 & 10	75	21-35	1
11	85	36-50	2
		51-65	3
		>66	4

3. Exception: If a pitcher reaches the limit imposed in LL Regulation VI (c) for his/her league age while facing a batter, the pitcher may continue to pitch until any one of the following conditions occur: 1) That batter reaches base; 2) That batter is put out; 3) The third out is made to complete the half inning. The rest day is determined by when the pitcher started his last batter. For example: The pitcher starts his last batter with 19 pitches and throws 4 pitches to the next batter. This pitcher's rest is (0) days per the rule. If the pitcher starts his last batter with pitch number 21 then he will be required to rest (1) day.
4. Days' Rest
  - If a player pitches 1-20 pitches in a game, zero (0) calendar days of rest must be observed.
  - If a player pitches 21-35 pitches in a game, one (1) calendar day of rest must be observed.
  - If a player pitches 36-50 pitches in a game, two (2) calendar days of rest must be observed.
  - If a player pitches 51-65 pitches in a game, three (3) calendar days of rest must be observed.

- If a player pitches over 66 pitches in a game, four (4) calendar days of rest must be observed.
5. Per the rule (Regulation VI d Note) under no circumstances may a pitcher pitch on three (3) consecutive days.
  6. LIMITATIONS ON A PLAYER PLAYING PITCHER AND CATCHER
    - If a catcher catches three (3) or less innings, he may also pitch. Standard pitch count rules are in effect.
    - If a catcher plays the catcher position for any part of four (4) innings, he may NOT pitch.
    - If he has caught three (3) or less innings, pitches for less than 21 pitches, he may return to catcher and finish the game.
    - However, if he has caught three (3) or less innings AND makes 21 or more pitches he may NOT return to the position of catcher. (Standard "completes the hitter" rules apply.)
    - If a pitcher has made less than 40 pitches (standard "completes the hitter" rules apply) and has not previously caught, he may play the position of catcher for the remainder of the game.
    - If a pitcher exceeds 40 pitches, he may not play the position of catcher. (standard "completes the hitter" rules apply)

Pitching Rules		Catching Rules	
# of Pitches	Days Rest	<3 innings	Standard Pitch Count
1-20		4+ innings	Can Not Pitch
21-35	1	<3 <21 pitches	Can return to catch
36-50	2	<3 22+ pitches	Can Not Catch
51-65	3	<40 pitches	Can return to catch
66+	4	40+ pitches	Can not return to catch
Age	Max Pitches	Age	Max Pitches
8 & under	50	11	85
9 & 10	75		

7. Pre-Game disclosure: both managers need to disclose and communicate to each other and the umpire any non-eligible pitchers, and players not playing due to illness, injury or absence at the pre-game meeting at home plate prior to beginning the game.
8. Pitchers are limited to 8 warm up pitches at the start of any game and 4 warm up pitches for any other inning.
9. Any manager, coach or team representative found using ineligible pitchers, catchers, or players are subject to a minimum one game suspension.
10. A manager or coach may cross the foul line to conference with any player during a defensive timeout requested and granted by the umpire. The conference [visit], no matter the position of the player, shall be charged as a visit with the pitcher.
11. Pitcher must be removed from the mound on 3<sup>rd</sup> visit of the inning or 4<sup>th</sup> mound visit of the game.

## 10. Player Equipment

Managers are responsible for ensuring all player equipment meets the standards of Little League and CNLL including padding of batting and catching helmets, catcher throat guards, etc. Contact the Equipment Manager [equipmentmanager@chandlernational.com](mailto:equipmentmanager@chandlernational.com) for other CNLL provided equipment issues.

1. Any player warming up a pitcher shall wear protective catcher's helmet, mask and throat guard.
2. Male catchers must wear a protective cup.
3. All catchers must have 'dangling type' throat guard as provided by the league.
4. All batters, base runners and player base coaches must wear protective helmets.
5. Bats must adhere to the USA BAT policy in the LL rules and have the USA stamp on the bat. Managers are responsible for ensuring all bats meet this requirement.
6. Absolutely **no stickers or decals** are allowed on batting helmets whether a personal helmet or one provided by CNLL. If stickers cannot be removed, the helmet cannot be used.
7. Players shall not wear jewelry or watches of any kind unless it is medically necessary.
8. Teams shall not make any additions to the provided uniforms other than attaching the LL approved patch on the left sleeve of the jersey. Examples of unapproved additions include but are not limited to: Player's names on jerseys, hats or pants, stickers or embroidery to jerseys, hats, or pants, etc. If a team makes any unapproved changes to their uniforms it shall result in replacement of the uniforms at the manager's expense.
9. Players shall be allowed to wear "cooling rags" while on defense only. These "rags" may not be a closed-loop type resembling a necklace.

## 11. Protests

1. NO protest is allowed in AA division games.

## 12. Ejections

1. If a player, manager, coach, or spectator is ejected from a game, they must leave the grounds immediately. Failure to comply shall result in forfeiture of the game.
2. Automatic suspension from the next game shall be mandatory for any ejected player, coach, or manager. Further suspension shall be considered if necessary.
3. The manager may come to the following game AS A SPECTATOR, he/she may not communicate with the coaches or players about game play, before, during, or after the game.
4. Any player ejected from a game shall attend the next game and sit in the dugout in uniform but shall not participate in the game.

## 13. Scorebook/Pitch Count Book

1. All scorebooks and pitch count books are league domain, i.e. opposing managers, scorekeepers and all league officials shall be provided access to a team's scorebook and pitch count book upon request.
2. You must have 2 different people to keep these books, one for the scorebook and a different person doing the pitch count book. Books must remain out of the dugout so the opposing team may discuss score and pitch counts.
3. The home team shall keep the official scorebook with the score of the game.

4. The official start time for every game is provided by the umpire and shall be recorded in the scorebook.
5. Both teams will keep the pitch count for every pitcher and both managers will sign each other's pitch count sheet after the game. The home team is the official pitch counter for both teams.
  - Scorekeepers and pitch counters should verify with the other team's scorekeeper and pitch counter in between innings.
6. Teams must use the league provided scorebook and pitch count book for each game GameChanger is not official.
7. Specific attention should be placed on ensuring accuracy of pitcher information (pitches thrown).
8. Divisional Directors shall have access to the CNLL website to update their division's standings.
  - The home team manager must report final score to Division Director.
9. Directors shall update the league website within 48 hours from completion of game.
14. Cheering/Noise Makers by Fans/Players
  1. A team shall only cheer for its own team. Consideration shall be given so that the cheer does not become a jeer designed to rattle or upset the other players, managers, coaches, parents, or umpires.
  2. Derisive language designed to demean an opposing team, player, manager, coach, parent, or umpire shall not be allowed. The umpire shall only give the manager of the offending team one warning, and if the action(s) continues, the manager shall be ejected from the game.
  3. Formal complaints concerning a player, manager, coach, parent, umpire or CNLL Board member requesting an investigation or action shall be in writing to the Director of the Division. Board members shall not act upon phone calls or oral complaints.
  4. Artificial noise makers, public address systems or sound systems CANNOT be used at any time.
15. Miscellaneous Rules:
  1. A batter is out for illegal action when: he/she **fakes a bunt** and then takes a full swing. Commonly referred to as a "butcher-boy".
  2. The pitcher must be removed from the mound when: he/she has hit three batters during one inning or hit a total of 5 batters during the game.
  3. Only one offensive (while at bat) time out is permitted per inning, and only after permission is granted by the Chief Umpire.
  4. No on-deck hitters. No player other than at-bat-hitter can have a bat in their hands inside or outside of the playing fences or dugout during games.
  5. No player shall be allowed to throw a bat after contacting the ball. Managers are responsible for controlling bat throwing by players. Managers failure to correct the player may be subject to discipline.
  6. Any player who throws any piece of equipment as a sign of temperament is subject to ejection from the game and subsequent punishment. This shall include bats, balls, gloves, helmets, hats, catcher's equipment, etc.
  7. Mercy Rule:

- If at the end of three (3) innings, two and one-half innings if the home team is ahead, one team has a lead of fifteen (15) runs or more, the manager of the team with the least runs shall concede victory to the opponent. If at the end of (4) innings, three and one-half innings if home team is ahead, one team has a lead of ten (10) runs or more, the manager of the team with the least runs shall concede the victory to the opponent. If at the end of (5) innings, four and one-half innings if home team is ahead, one team has a lead of eight (8) runs or more, the manager of the team with the least runs shall concede the victory to the opponent.

#### 16. Game Play

1. The 5 plus run rule applies. Each team can go up 5 runs past the other team each inning and then the inning is over (even if three outs have not yet occurred).
  - Example: The visiting team scored 5 runs in the first inning, the home team has only achieved one out in the first inning, since the visitors have reached their five runs, the half-inning is over. The home team can now score 10 runs before or the visitors can make 3 outs whichever comes first and then it will be the 2<sup>nd</sup> inning, etc.

[NOTE: There is no continuation play. If the 5th and 6th run of the inning scores from the play. The 6<sup>th</sup> run does not count. Limit is 5 runs.]

2. Intentional Walks – prior to a pitch being thrown the defense elects to “intentionally walk” the batter by announcing this to the plate umpire. The announcement must be made by the manager by requesting and being granted a “time” by the umpire and then informing the plate umpire of the intent to walk the batter.
  - The ball is considered dead, and no other runners may advance unless forced by the batter’s award.
  - Four pitches will be added to the pitch count.
  - You may only Intentionally Walk a player 1 time without throwing pitches. The second time you want to walk the player you must throw him 4 balls.
3. A team must have 8 players to begin and end a game.
  - If a team starts with 8 players, the 9<sup>th</sup> spot in the batting order will be automatic out every at bat.
  - If a team starts the game with 9 players but one gets sick, hurt, or must leave early, that player's spot in the batting lineup is not an out and is simply skipped.
  - If a player is sick, they are not to be in the dugout and should leave immediately.
4. A baserunner may not advance to the next base once the pitcher has possession of the baseball and has at least one foot on the green mound (bump).

#### 17. Tournament Rules

1. All regular season rules apply unless otherwise specified. (including the mercy rule as stated above)

2. During the Championship game only, the 5 plus run rule will be eliminated in the 6th inning of this game.
3. The Championship game will be 6 innings. In the case of a tie after 6 innings, the game continues until there is a winner.
4. All tournament games must have a winner and will play extra innings if necessary to determine the winner.
5. Tournament Seeding will be determined by the regular season record of all teams.
  - Tie Breaker
    1. Head-to-Head Record
    2. Least number of Runs allowed.
6. The home team shall be determined by the team with the higher seed (#1 is the highest seed).
7. Double Elimination (Must lose twice)

## “Majors” DIVISION

1. Games will be played on fields 7, or 8 (see field map).
2. Game Time Limits:
  - A. No new inning after 1 hour and 55 minutes.
  - B. Once an inning has been started it will be completed.
  - C. There is no “drop dead” time.
  - D. The new inning starts immediately after the 3<sup>rd</sup> out is recorded from the previous inning.
  - E. Once the 3<sup>rd</sup> out is recorded the team taking the field has 1 minute for warmups between innings.
  - F. Per LL [X (a.)] no new inning after 10 pm.
  - G. Time limits are the responsibility of the Home Plate Umpire and cannot be appealed.
3. Team Responsibilities
  - A. Home teams are responsible for Field Set Up and Visiting Teams are responsible for Post Game Take Down.
    - Pre-Game Set Up – Home Team
      2. The first manager to arrive at the fields should open all combo locks (same combo for all) which include the following.
      3. The sheds between 7 & 8 and at field 10.
      4. Scoreboard boxes behind the back stops of field 7 & 8.
      5. BOTH managers are responsible for setting up and running their appropriate field scoreboard. Only fields 7 & 8 have scoreboards.
      6. Put out bases for respective fields.
      7. Rake, drag, chalk and water the fields. There are sprinkler valves at each field, see page (42) for sprinkler valve locations.
    - Post-Game Tear Down – Visiting Team
      8. Drag and water dirt areas. (Put plugs in base receptacles before dragging). Please see sprinkler valve location page for locations of sprinkler valves.
      9. All equipment is put away including:
        - a. Rakes and shovels.
        - b. Chalk machines and batter’s box squares.
        - c. Bases, Hoses, & Drags
      10. Close sheds. Lock and spin tumblers on lock.
      11. Place scoreboard controllers (field 7 and 8) and cables in black box at back of backstop. Lock and spin tumblers on lock.
      12. The lights are turned off. The VISITING team is responsible for ensuring everything is put away and secured.
  - e. Snedigar Light Codes
    1. NOTE: TURN LIGHTS OFF TO YOUR FIELD AS SOON AS POSSIBLE AFTER FIELD TAKE DOWN. CNLL HAS TO PAY FOR THE LIGHT SAGE. INDIVIDUAL FIELD LIGHT CODES WILL BE PROVIDED BY YOUR DIVISION

DIRECTOR. LIGHTS ARE ONLY FOR CNLL USE AND MUST BE APPROVED FOR PRACTICE SESSIONS.

**REMINDE YOUR PARENTS THAT UNLESS THEY ARE ASSISTING WITH FIELD WORK, THEY ARE NOT ALLOWED BEYOND THE GATE AT THE END OF THE DUGOUTS BETWEEN FIELDS 7 AND 8.**

- B. Each team shall clean up their dugout area after their game.
  - C. Each team shall remove the trash from the area after their game.
  - D. The visiting team of the last game, on each field, each night shall be responsible for putting away the bases, dragging and watering the fields, locking all sheds and score boxes, and turning off the lights.
  - E. The HOME team shall occupy the third base dugout, the VISITING team the first base dugout.
  - F. The HOME shall provide an official scorekeeper and a separate official pitch count tracker.
4. Manager/Coaches
- A. A maximum of three approved volunteers over 18, per team, may be on the field or in the dugout during play.
  - B. Managers may elect to use two adult base coaches, one at first and one at third. An adult manager or coach is only allowed to coach first or third only if there is at least one approved adult manager or coach in the dugout to supervise the players.
  - C. Front dugout gates (the ones closest to home plate) shall remain closed during play. A manager or coach shall always remain in the dugout. If a coach or manager isn't available to coach 1st or 3rd base, a player may coach 1st or 3rd base and must wear a helmet to do so. One manager or coach may remain in the rear of the dugout with the gate open but shall remain in the dugout with both feet on the concrete. If a ball enters the dugout during play, the ball is considered dead and runners shall be awarded one additional base.
    - The Umpire shall only provide one warning to the manager for infraction of this rule.
    - The second violation shall result in both gates of the offending team's dugout being closed during play.
    - There is no appeal to this ruling on the field.
  - D. Managers or coaches shall NOT be on the playing field, except to coach first or third base, without the expressed approval of the Umpire.
    - Under no circumstances may a manager or coach approach their opposition's coaches, managers, spectators, dugout or players with criticisms or complaints.
    - Managers (only) may ask for a time out and, if granted, approach the Umpire but not the opposition.
    - Violation of this rule may be grounds for immediate ejection and other penalties as described in these rules and LL rules.
5. Forfeits



- A. The Home plate umpire shall call a forfeit of the game at 10 minutes past the scheduled or official start time if one team is unable to field 8 players and unable to start the game.
  - B. If a team cannot complete the game with 8 players, the game is a forfeit.
  - C. The forfeit shall be recorded as a 6-0 loss in favor of the team that is able to field 9 players.
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- A. A continuous batting order shall be used that includes all players on the roster present for the game. Players arriving after submission of the line-ups to the umpire shall be placed at the end of the order. If a player becomes injured, ill or must leave the game site after the start of the game, the team will skip over his/her spot in the line-up without penalty. If said player returns, he/she will be re-inserted into their original spot in the batting order and the game continues. A line-up card shall be provided to the opposing team manager. Line-up cards shall include each player's first and last name along with each player's jersey number.
7. Injuries
- A. If a batter becomes injured while at the plate and cannot continue to play, the proper batter becomes the one whose name immediately follows that of the injured player in the batting order. The new batter begins with a new count. If an injured batter's turn comes up and he cannot play he is skipped without a penalty.
    - If batter is hit by pitch and cannot continue, the last batted out will become the runner for the injured batter. The batter does not have to touch first base.
  - B. If a runner becomes injured while on base or running between bases, then the offensive player who made the last batted out shall take the place of the injured runner.
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  - B. Exception: (per LL Rulebook Regulation IV Note 2) if the game is shortened, the board of directors may elect not to impose a penalty on the manager/coach. However, the penalty in this regulation regarding the player who did not meet mandatory play cannot be reduced or waived in a shortened game.

**Note: the home team not batting in the bottom of the 6th inning is not considered a shortened game.**

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- C. Exception: If a pitcher reaches the limit imposed in LL Regulation VI (c) for his/her league age while facing a batter, the pitcher may continue to pitch until any one of the following conditions occur: 1) That batter reaches base; 2) That batter is put out; 3) The third out is made to complete the half inning. The rest day is determined by when the pitcher started his last batter. For example: The pitcher starts his last batter with 19 pitches and throws 4 pitches to the next batter. This pitcher's rest is (0) days per the rule. If the pitcher starts his last batter with pitch number 21 then he will be required to rest (1) day.
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  - If a player pitches 1-20 pitches in a game, zero (0) calendar days of rest must be observed.
  - If a player pitches 21-35 pitches in a game, one (1) calendar day of rest must be observed.
  - If a player pitches 36-50 pitches in a game, one (1) calendar day of rest must be observed.
  - If a player pitches 51-65 pitches in a game, three (3) calendar days of rest must be observed.
  - If a player pitches over 66 pitches in a game, four (4) calendar days of rest must be observed.
- E. Per the rule (Regulation VI d Note) under no circumstances may a pitcher pitch on three (3) consecutive days.
- F. LIMITATIONS ON A PLAYER PLAYING PITCHER AND CATCHER
  - If a catcher catches three (3) or less innings, he may also pitch. Standard pitch count rules are in effect.

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- If he has caught three (3) or less innings, pitches for less than 21 pitches, he may return to catcher and finish the game.
- However, if he has caught three (3) or less innings AND makes 21 or more pitches he may NOT return to the position of catcher. (Standard "completes the hitter" rules apply.)
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- I. Players shall be allowed to wear "cooling rags" while on defense only. These "rags" may not be a closed-loop type resembling a necklace.

#### 11. Protests

- A. Be made in accordance with the requirements for which the format is outlined by Little League [LL 4.19]. Specifically, all protests must be submitted by the Manager, or acting Manager, first to the umpire on the field of play and then in writing to the League president within 24 hours.
- B. Only be made for rule violations. Judgment calls cannot be protested. Judgment calls include, but are not limited to balls, strikes, fair, foul, and safe or out.
- C. Heard by a protest committee, that shall be formed [LL 4.19] to resolve protests and rules violations. The Committee shall be comprised of League president, player agent, secretary, umpire-in-chief, and corresponding Division Director.

#### 12. Ejections

- A. If a player, manager, coach, or spectator is ejected from a game, they must leave the grounds immediately. Failure to comply shall result in forfeiture of the game.
- B. Automatic suspension from the next game shall be mandatory for any ejected player, coach, or manager. Further suspension shall be considered if necessary.
- C. The manager may come to the following game AS A SPECTATOR, he/she may not communicate with the coaches or players about game play, before, during, or after the game.
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- A. All scorebooks and pitch count books are league domain, i.e. opposing managers, scorekeepers and all league officials shall be provided access to a team's scorebook and pitch count book upon request.

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  - E. Both teams will keep the pitch count for every pitcher and both managers will sign each other's pitch count sheet after the game. The home team is the official pitch counter for both teams.
    - Scorekeepers and pitch counters should verify with the other team's scorekeeper and pitch counter in between innings.
  - F. Teams must use the league provided scorebook and pitch count book for each game GameChanger is not official.
  - G. Specific attention should be placed on ensuring accuracy of pitcher information (pitches thrown).
  - H. Divisional Directors shall have access to the CNLL website to update their division's standings.
    - The home team manager must report the final score to Division Director.
  - I. Directors shall update the league website within 48 hours from completion of game.
14. Cheering/Noise Makers by Fans/Players
- A. A team shall only cheer for its own team. Consideration shall be given so that the cheer does not become a jeer designed to rattle or upset the other players, managers, coaches, parents, or umpires.
  - B. Derisive language designed to demean an opposing team, player, manager, coach, parent, or umpire shall not be allowed. The umpire shall only give the manager of the offending team one warning, and if the action(s) continues, the manager shall be ejected from the game.
  - C. Formal complaints concerning a player, manager, coach, parent, umpire or CNLL Board member requesting an investigation or action shall be in writing to the Director of the Division. Board members shall not act upon phone calls or oral complaints.
  - D. Artificial noise makers, public address systems or sound systems CANNOT be used at any time.
15. Miscellaneous Rules:
- A. A batter is out for illegal action when: he/she **fakes a bunt** and then takes a full swing. Commonly referred to as a "butcher-boy".
  - B. The pitcher must be removed from the mound when: he/she has hit three batters during one inning or hit a total of 5 batters during the game.
  - C. Only one offensive (while at bat) time out is permitted per inning, and only after permission is granted by the Chief Umpire.
  - D. No on-deck hitters. No player other than at-bat-hitter can have a bat in their hands inside or outside of the playing fences or dugout during games.
  - E. No player shall be allowed to throw a bat after contacting the ball. Managers are responsible for controlling bat throwing by players. Managers failure to correct the player may be subject to discipline.

- F. Any player who throws any piece of equipment as a sign of temperament is subject to ejection from the game and subsequent punishment. This shall include bats, balls, gloves, helmets, hats, catcher's equipment, etc.
- G. Mercy Rule:
  - If at the end of three (3) innings, two and one-half innings if the home team is ahead, one team has a lead of fifteen (15) runs or more, the manager of the team with the least runs shall concede victory to the opponent. If at the end of (4) innings, three and one-half innings if home team is ahead, one team has a lead of ten (10) runs or more, the manager of the team with the least runs shall concede the victory to the opponent. If at the end of (5) innings, four and one-half innings if home team is ahead, one team has a lead of eight (8) runs or more, the manager of the team with the least runs shall concede the victory to the opponent.

#### 16. Game Play

- A. Uncaught 3<sup>rd</sup> Strike
  - A runner may advance on an uncaught third strike by the catcher if
    1. 1<sup>st</sup> base is unoccupied or
    2. there are two outs.
- B. Intentional Walks – prior to a pitch being thrown the defense elects to “intentionally walk” the batter by announcing this to the plate umpire. The announcement must be made by the manager by requesting and being granted a “time” by the umpire and then informing the plate umpire of the intent to walk the batter.
  - The ball is considered dead, and no other runners may advance unless forced by the batter's award.
  - Four pitches will be added to the pitch count.
  - You may only Intentionally Walk a player 1 time without throwing pitches. The second time you want to walk the player you must throw him 4 balls.
- C. Trips to the mound
  - [LL rule 8.06] the pitcher **must be removed on the second visit in an inning or the third visit in the game.** This count starts over with each subsequent pitching change. **Reminder: A manager that visits any defensive player during a granted timeout is charged with a visit to the existing pitcher.**
- D. A team must have 8 players to begin and end a game.
  - If a team starts with 8 players, the 9<sup>th</sup> spot in the batting order will be automatic out every at bat.
  - If a team starts the game with 9 players but one gets sick, hurt, or must leave early, that player's spot in the batting lineup is not an out and is simply skipped.
  - If a player is sick, they are not to be in the dugout and should leave immediately.
- E. A baserunner may not advance to the next base once the pitcher has possession of the baseball and has at least one foot on the green mound (bump).

#### 17. Tournament Rules

- A. All regular season rules apply unless otherwise specified. (including the mercy rule as stated above)
- B. The Championship game will be 6 innings. In the case of a tie after 6 innings, the game continues until there is a winner.
- C. All tournament games must have a winner and will play extra innings if necessary to determine the winner.
- D. Tournament Seeding will be determined by the regular season record of all teams.
  - Tie Breaker
    - 1. Head-to-Head Record
    - 2. Least number of Runs allowed.
- E. The home team shall be determined by the team with the higher seed (#1 is the highest seed).
- F. Double Elimination (Must lose twice)

# All Star Teams

## 1. General Information

- Any Player, League age 8-12 or JR age 12-14 or SR age 13-16 may be eligible for Post Season All Star (AS) Tournament teams.
- A. CNLL shall have three age specific All-Star (AS) teams as listed for both the North and South Leagues, one Juniors (JR) Division team and one Seniors Division team.
  - a. 8-10 (10 year-old)
  - b. 9-11 (11 year-old)
  - c. 10-12 (Majors 12 year-old)
  - d. 12-14 (Juniors)
- B. All-Star roster size and player roster shall be left to the manager.
- C. A player may be pulled up to a higher All-Star division but if this is done this player must be on the starting roster for that team.
- D. Per Little League, CNLL shall be financially responsible for each team within guidelines provided by the BOD.

## 2. All Star Manager/Coach Eligibility and Selection

- A. All current season managers interested in managing an All Star (AS) team shall submit a notice of interest (email) to the President, VP and Secretary by the date provided by the BOD. Names of those interested will be provided to the BOD, Ancillary Board, and appropriate voting managers by the Secretary.
- B. A League President is eligible for selection as a Tournament team coach or manager with written approval from their respective District Administrator.
- C. All Star Manager eligibility is as follows:
  - a. Current season manager.
  - b. Shall not have been ejected from any regular or post season game.
  - c. Shall not have been suspended for any reason during the current season.
- D. All Star Managers shall be selected from a list of current season “AAA”, Major, JR and SR managers that express interest in managing an AS Tournament team.
  - a. Juniors Manager shall be a regular season Juniors manager.
  - b. Majors Manager shall be a regular season Majors manager.
  - c. 9-11 shall be a Majors manager or a “AAA” manager if no Majors manager volunteers.
  - d. 8-10 shall be a regular season Major manager, “AAA” manager or “AA” manager if no “AAA” manager volunteers.
- E. Managers for each division of All Stars shall be selected by majority vote of the CNLL BOD and current season Managers. Managers vote only in their division: North or South.
  - a. Juniors All Star manager – BOD and Junior managers.
  - b. Major All Star manager – BOD and Major managers.
  - c. 9 - 11 All Star manager – BOD and Major managers.
  - d. 8 - 10 All Star manager – BOD and “AAA” managers.
  - e. All ties revert to the President for appointment.



- F. The BOD shall designate day and time for the BOD and managers to cast their vote in person. The Secretary shall give each voting member a 72 hour notice of the time and place of voting. No absentee ballots shall be provided or accepted. Managers have **until midnight of the Thursday prior to Jamboree** to submit their name for All-Star manager.
  - G. The Secretary shall create ballots for distribution on the designated day. Ballots shall be collected by the President and Secretary.
  - H. Voting shall end at **12:00pm** on the date of **Jamboree Day**.
  - I. Ballots shall be tabulated by the President and Secretary.
  - J. President shall send to the Information Officer the names of the elected All Star Managers and appropriate Division for posting on the CNLL web site.
  - K. The Information Officer shall post notice by no later than midnight of the following day after the elections.
  - L. All Star Managers shall select their coaches and forward them to the BOD for approval. The BOD and AS Managers shall not announce coaches until the announcement of AS teams.
  - M. Eligibility for All Star Coaches:
    - a. Shall not have been ejected from any regular or post season games. Unless the designated Board of Directors committee chooses otherwise.
    - b. Shall not have been suspended for any reason during the current season.
    - c. All Star Coach does not need to be a regular season manager.
    - d. Coached in at least 60% of the regular season games and listed as a coach or manager on a CNLL Team.
3. All Star Player Eligibility/Selection
- A. Any "AA", "AAA", Majors player (ages 8-12), or Juniors player shall be eligible for post-season All-Star Tournament play if following minimum requirements are met:
    - a. Played in at least 60% of the regular season games.
    - b. Provided completed AS Commitment form to the league.
  - B. CNLL will conduct an evaluation try-out for those eligible players desiring to play on an All Star team. Such evaluation shall be conducted within their league age and league (North or South).
  - C. The All Star player evaluators shall consist of the All Star manager and other BOD approved evaluators. The number of evaluators shall be determined by the BOD. BOD approved evaluators shall not be parents of players being evaluated for that specific All Star team.
  - D. AS managers shall contact seasonal managers for player information prior to try-outs.
    - a. Seasonal managers should provide all seasonal information requested by All Star managers.
    - b. Seasonal managers shall provide score books upon request to the league or AS managers.
  - E. All players shall wear their current season team's uniform to tryouts.
4. All Star Fiscal Responsibility
- It is important to note that fees and sponsorship of the regular season is primarily for the vast number of children that participate in the league, not for the AS players. However, as All-Stars is noticeably a large part of the league, CNLL recognizes that some costs must be shared by the league and the team.
- A. CNLL Responsibility. CNLL shall provide the following to each team:

- a. Uniforms for each player, NOT TO EXCEED \$125. Parents shall be responsible for any additional team costs.
  - b. 3 Coaches shirts and hats.
  - c. 2 dozen Baseballs.
  - d. 1 Equipment Bag
  - e. 1 score book
  - f. 1 Medical Kit
  - g. Practice field light fees for each team up to the District Tournament.
  - h. Mileage reimbursement to State and Regional tournaments (\$1 dollar per mile for one round trip, per tournament site).
  - i. For Regional, and additional \$225 will be reimbursed to the Majors for incurred team costs.
- B. Team/Manager Financial Responsibility. Managers are advised to find team sponsors as soon as possible. NOTE: Sponsorship money collected by the team may be collected by the team or provided to the league. Any monies received from a business, company, parent, or etc. that expects sponsorship recognition and a tax credit in return shall be deposited in the CNLL account and shall only be reimbursed by the league treasurer by providing original receipts for incurred expenses.
- C. Teams shall be financially responsible for the following.
  - a. Travel costs to and from State and Regional tournaments (see mileage reimbursement above.)
  - b. Lodging and food for players, manager, and coaches.
  - c. Any additional equipment or uniform not provided by the league.
  - d. Any parent team recognition paraphernalia (i.e. hats, shirts, etc.)
  - e. Any fees for practice field lights prior to, during and after the District Tournament.
- D. All Star Manager Administrative Responsibilities. It shall be the All Star Managers responsibility to account for all funds received and spent for the team. It is strongly advised that the manager find a parent to be a business manager to assist in the collection of funds. Each manager will be required to provide a spread sheet with accompanying receipts listing all accounts receivable and expenditures.
- E. CNLL will reimburse up to the TOTAL amount collected by each team plus the tournament mileage reimbursement and the one-time \$225 for Majors.

## Accident Reporting Procedures: Chandler National Little League



### **What to Report**

An incident that causes any player, manager, coach, umpire or volunteer to receive medical treatment and/or first aid must be reported to the league safety officer within 48 hours of the incident. This includes even passive treatments such as the evaluation and diagnosis of the injury or periods of rest.

### **When to Report**

All such incidents described above must be reported to the Safety Officer within 48 hours of the incident. The Safety Officer for 2021 is Kathy Burland she can be reached by email at [safetyofficer@chandlernational.com](mailto:safetyofficer@chandlernational.com).

### **How to Make the Report**

Please fill out the attached form with the parent or person who saw the accident happen. Fill out the form in its entirety. If you are unsure of a certain question, please contact the Safety Officer. If a parent phones in an injury to you, please obtain at a minimum, the following information:

- Name and phone number of the person involved.
- Date, time and location of the incident.
- As detailed a description of the incident as possible.
- Preliminary estimation of the extent of the injuries.
- Name and phone number of the person reporting the incident.

**For Local League Use Only****Activities/Reporting****A Safety Awareness Program's  
Incident/Injury Tracking Report**

League Name: \_\_\_\_\_ League ID: \_\_\_\_ - \_\_\_\_ - \_\_\_\_ Incident Date: \_\_\_\_\_

Field Name/Location: \_\_\_\_\_ Incident Time: \_\_\_\_\_

Injured Person's Name: \_\_\_\_\_ Date of Birth: \_\_\_\_\_

Address: \_\_\_\_\_ Age: \_\_\_\_\_ Sex: ☐ Male ☐ Female

City: \_\_\_\_\_ State \_\_\_\_\_ ZIP: \_\_\_\_\_ Home Phone: ( ) \_\_\_\_\_

Parent's Name (If Player): \_\_\_\_\_ Work Phone: ( ) \_\_\_\_\_

Parents' Address (If Different): \_\_\_\_\_ City \_\_\_\_\_

**Incident occurred while participating in:**A.) ☐ Baseball ☐ Softball ☐ Challenger ☐ TADB.) ☐ Challenger ☐ T-Ball ☐ Minor ☐ Major ☐ Intermediate (50/70)☐ Junior ☐ Senior ☐ Big LeagueC.) ☐ Tryout ☐ Practice ☐ Game ☐ Tournament ☐ Special Event☐ Travel to ☐ Travel from ☐ Other (Describe): \_\_\_\_\_**Position/Role of person(s) involved in incident:**D.) ☐ Batter ☐ Baserunner ☐ Pitcher ☐ Catcher ☐ First Base ☐ Second☐ Third ☐ Short Stop ☐ Left Field ☐ Center Field ☐ Right Field ☐ Dugout☐ Umpire ☐ Coach/Manager ☐ Spectator ☐ Volunteer ☐ Other: \_\_\_\_\_

Type of injury: \_\_\_\_\_

Was first aid required? ☐ Yes ☐ No If yes, what: \_\_\_\_\_Was professional medical treatment required? ☐ Yes ☐ No If yes, what: \_\_\_\_\_

(If yes, the player must present a non-restrictive medical release prior to to being allowed in a game or practice.)

**Type of incident and location:**

A.) On Primary Playing Field

☐ Base Path: ☐ Running or ☐ Sliding☐ Hit by Ball: ☐ Pitched or ☐ Thrown or ☐ Batted☐ Collision with: ☐ Player or ☐ Structure☐ Grounds Defect☐ Other: \_\_\_\_\_

B.) Adjacent to Playing Field

☐ Seating Area☐ Parking Area

C.) Concession Area

☐ Volunteer Worker☐ Customer/Bystander

D.) Off Ball Field

☐ Travel:☐ Car or ☐ Bike or☐ Walking☐ League Activity☐ Other: \_\_\_\_\_

Please give a short description of incident: \_\_\_\_\_

Could this accident have been avoided? How: \_\_\_\_\_

This form is for local Little League use only (should not be sent to Little League International). This document should be used to evaluate potential safety hazards, unsafe practices and/or to contribute positive ideas in order to improve league safety. When an accident occurs, obtain as much information as possible. For all Accident claims or injuries that could become claims to any eligible participant under the Accident Insurance policy, please complete the Accident Notification Claim form available at [http://www.littleleague.org/Assets/forms\\_pubs/asap/AccidentClaimForm.pdf](http://www.littleleague.org/Assets/forms_pubs/asap/AccidentClaimForm.pdf) and send to Little League International. For all other claims to non-eligible participants under the Accident policy or claims that may result in litigation, please fill out the General Liability Claim form available here: [http://www.littleleague.org/Assets/forms\\_pubs/asap/GLClaimForm.pdf](http://www.littleleague.org/Assets/forms_pubs/asap/GLClaimForm.pdf).

Prepared By/Position: \_\_\_\_\_ Phone Number: ( ) \_\_\_\_\_

Signature: \_\_\_\_\_ Date: \_\_\_\_\_



## Manager Instructions for Player Medical Releases

All players on your team MUST have a completed Medical Release PRIOR to starting any practice with the team.

You may have the parents fill out one of the Medical Releases in this binder OR they can fill it out on line by following this link:

[http://www.littleleague.org/Assets/forms\\_pubs/asap/Medical\\_Release\\_Form.pdf](http://www.littleleague.org/Assets/forms_pubs/asap/Medical_Release_Form.pdf)

Once you receive the Medical Release from your players, all releases must go in this binder along with a copy of your roster. Your binder must be with you at all practices and all games. Division Directors will come around and check to ensure that all players have this filled out.

Thank you!



## Little League® Baseball and Softball MEDICAL RELEASE



**NOTE:** To be carried by any Regular Season or Tournament  
Team Manager together with team roster or International Tournament affidavit.

Player: \_\_\_\_\_ Date of Birth: \_\_\_\_\_ Gender (M/F): \_\_\_\_\_

Parent (s)/Guardian Name: \_\_\_\_\_ Relationship: \_\_\_\_\_

Parent (s)/Guardian Name: \_\_\_\_\_ Relationship: \_\_\_\_\_

Player's Address: \_\_\_\_\_ City: \_\_\_\_\_ State/Country: \_\_\_\_\_ Zip: \_\_\_\_\_

Home Phone: \_\_\_\_\_ Work Phone: \_\_\_\_\_ Mobile Phone: \_\_\_\_\_

**PARENT OR LEGAL GUARDIAN AUTHORIZATION:** \_\_\_\_\_ Email: \_\_\_\_\_

In case of emergency, if family physician cannot be reached, I hereby authorize my child to be treated by Certified  
Emergency Personnel. (i.e. EMT, First Responder, E.R. Physician)

Family Physician: \_\_\_\_\_ Phone: \_\_\_\_\_

Address: \_\_\_\_\_ City: \_\_\_\_\_ State/Country: \_\_\_\_\_

Hospital Preference: \_\_\_\_\_

Parent Insurance Co: \_\_\_\_\_ Policy No.: \_\_\_\_\_ Group ID#: \_\_\_\_\_

League Insurance Co: \_\_\_\_\_ Policy No.: \_\_\_\_\_ League/Group ID#: \_\_\_\_\_

**If parent(s)/legal guardian cannot be reached in case of emergency, contact:**

Name \_\_\_\_\_ Phone \_\_\_\_\_ Relationship to Player \_\_\_\_\_

Name \_\_\_\_\_ Phone \_\_\_\_\_ Relationship to Player \_\_\_\_\_

Please list any allergies/medical problems, including those requiring maintenance medication. (i.e. Diabetic, Asthma, Seizure Disorder)

Medical Diagnosis	Medication	Dosage	Frequency of Dosage

Date of last Tetanus Toxoid Booster: \_\_\_\_\_

The purpose of the above listed information is to ensure that medical personnel have details of any medical problem which may interfere with or alter treatment.

Mr./Mrs./Ms. \_\_\_\_\_

Authorized Parent/Guardian Signature

Date: \_\_\_\_\_

### FOR LEAGUE USE ONLY:

League Name: \_\_\_\_\_ League ID: \_\_\_\_\_

Division: \_\_\_\_\_ Team: \_\_\_\_\_ Date: \_\_\_\_\_

**WARNING: PROTECTIVE EQUIPMENT CANNOT PREVENT ALL INJURIES A PLAYER MIGHT RECEIVE WHILE PARTICIPATING IN BASEBALL/SOFTBALL.**  
Little League does not limit participation in its activities on the basis of disability, race, color, creed, national origin, gender, sexual preference or religious preference.

## Sponsorship Letter:



January 1<sup>st</sup>, 2024

Dear Community Partner:

Chandler National Little League (CNLL), a 501c3 non-profit organization, provides recreational baseball opportunities for nearly 800 local girls and boys. While we are proud of their competitive success, the program is really about learning baseball skills, having fun and developing a sense of camaraderie and sportsmanship that will serve the kids well in whatever they do!

CNLL is preparing for its annual Sponsorship Program, Mid-Season Jamboree and Silent Auction. These events are our largest fundraiser of the season. This year all teams will need to find a team sponsor(s), as well as putting together baskets for our Jamboree, that are then raffled off. Every year our parents comment on how much fun Jamboree is for them and their children.

As a valued merchant in our area, we would like to request your assistance with this very important event.

**Would you consider donating a product, equipment, or monetary sponsorship?** Any denomination is greatly appreciated.

Our fundraising efforts would not be as successful without the support and generosity of our families and business sponsors. CNLL highly encourages its families to support our sponsors throughout the year.

Thank you for considering a donation to our organization.

Thank you for your support!

Sincerely,

Chandler National Little League  
Chandler National Little League – P.O. Box 12161 – Chandler, AZ 85248  
Tax ID Number: 86-0653338  
[www.chandlernational.com](http://www.chandlernational.com)

# Sponsorship Application



## 2024 Chandler National Little League SPONSORSHIP APPLICATION

Thank you for your interest in sponsoring Chandler National Little League (CNLL). Chandler National Little League Baseball is a non-profit, 501 (c) (3) tax exempt, volunteer organization committed to building character, responsibility, and sportsmanship in the youth of our community. We provide co-ed programs that allow participation regardless of physical ability or financial situation.

CNLL offers many opportunities for the sponsors depending upon the amount of your donation. Residence within the specific zip codes of the City of Chandler is a requirement of player participation in our league, so your contribution stays in the community, receiving recognition as a valued supporter from over 1000 Little League families in Chandler. Thank you for supporting Chandler National Little League!

### **Sponsorship Levels:**

#### **Platinum - \$3000 Plus**

- 4 Outfield Fence Banners (3' x 5' standard color) placed at Snedigar Park.
- CNLL Home Page listing w/logo
- Company name listed in CNLL Opening Day program on a featured page
- Team Photo Plaque (if team is specified)
- CNLL Website sponsorship listing
- Sponsor booth location for Opening Day and Jamboree
- Sponsor name announced with the team at Opening Day introductions

#### **Gold - \$1000 Plus**

- 2 Outfield Fence Banners (3' x 5' standard color) placed at Snedigar Park.
- CNLL Home Page listing w/logo
- Company name listed in CNLL Opening Day program on a quarter page layout
- Team Photo Plaque (if team is specified)
- CNLL Website sponsorship listing
- Sponsor name announced with the team at Opening Day introductions.

#### **Silver - \$300-\$900**

- 1 Outfield Fence Banner (3' x 5' standard color) placed at Snedigar Park.
- Company name listed in CNLL Program
- Team Photo Plaque (if team is specified)
- CNLL Website sponsorship listing
- Sponsor name announced with the team at Opening Day introductions



**Bronze – Team sponsorship (\$300 minimum cumulative)**

- • Company name listed in CNLL Program
- • CNLL Website sponsorship listing
- • Sponsor name announced with the team at Opening Day introductions
- •

\*If you are a returning sponsor and have an existing banner in good condition, you will receive \$50 off your sponsorship (contact Ed Kus for more information). Companies may also provide their own banner to be placed at Snedigar.

## Team Sponsorship Manager Info:



## 2024 SPRING SESSION TEAM SPONSORSHIP MANAGER INFO

**Sponsors Due by March 15, 2024**

**Logos for Program Guide Due March 15, 2024**

All teams benefit from sponsorship. CNLL asks that each team share in the responsibility of recruiting sponsors. This is not the sole responsibility of the team manager; parents can assist with finding sponsors.

**Each team is required to have at least one \$300 sponsor.**

- If a team cannot or chooses not to find a sponsor, the team can sponsor themselves by sharing the cost. In this case the cost would be \$250, and NO banner or plaque would be provided.
- A team can also bring in multiple sponsors that equal the \$300 required sponsor amount. This would be considered a bronze sponsorship, and no banner or plaque would be provided. (I.e., \$150 1st sponsor, \$150 second sponsor).
- Teams that do not have a sponsor by opening day will not be allowed to have the manager walk in the opening day parade or coach first game (sponsors are still required).

### **\*Sponsorship Payback Program**

- First sponsor of \$300 will go to the league. A banner and plaque will be provided to that sponsor.
- After the team brings in their first sponsor, they can qualify for the Sponsorship Pay Back Program, with no more than \$450 going back to the team.
  - 2nd sponsor of \$300 will have a \$125 team payback.
  - 3rd sponsor of \$300 will have a \$220 team payback.
- If a team has a **Gold** sponsor as their 1<sup>st</sup> sponsor, they will get \$400 back.
- If a team has a **Platinum** sponsor as their 1<sup>st</sup> sponsor, they will automatically get the \$450 back.
- Employee matched volunteer hour funds cannot be used for team sponsor.
- \*Anything outside of this formula the league will notify of your refund amount

## **Additional Information**

- Banner costs: If a team has a returning sponsor and their banner can be reused (per approval by Ed), teams may deduct \$50 off the sponsorship price. (Ex: they would pay \$250 for a \$300 sponsor)
- There is no charge for banners if a company provides their own banner (Ex: they would pay \$250)
- Team money may only be used for costs for the team. Examples include - light fees, jamboree basket items, batting cages, trophies, end of year party, etc.

**All 2<sup>nd</sup> and 3<sup>rd</sup> sponsors must be submitted by April 7, 2024**

Local businesses throughout the City of Chandler want to sponsor! Many employers have volunteer programs that donate to non-profit groups. Please contact Ed Kus @ [Sponsorshipcoordinator@chandlernational.com](mailto:Sponsorshipcoordinator@chandlernational.com) with any questions and for a list of potential sponsors.

## Sponsorship



### 2024 Chandler National Little League SPONSORSHIP

Sponsorship is a huge part of the operation of any non-profit organization. Chandler National is no different. We rely on the generosity of our local business and individuals to fund the programs we offer. The cost of running our league is immense. The Sponsorship program only occurs during the Spring season. Therefore, funds collected during the Spring Season also pay for the Fall Season.

#### Where do the funds we receive come from?

- **Player registration:** Players pay a set amount each year to participate in CNLL. Each division has its own fee based on the cost of the division and the number of games scheduled. We offer family discounts for families with three or more participants.
- **Sponsorship:** Many local companies support CNLL each year. Many have had their children go through our league and appreciate what their children gained from their participation. We have four different levels of sponsorship depending on the amount of the donation. Details can be seen on our Sponsorship Application page. We also have a Team Sponsor program that is explained in the Operating Procedures.
- **Jamboree:** Each Spring season we have a Jamboree where each team puts together a gift basket. These baskets are auctioned or raffled off depending upon their value. The baskets contain a multitude of items which could include pro and college game tickets, pro and college team memorabilia, toys and games, electronic games, etc. Each team selects and purchases the items to be included in their basket.

#### All the league proceeds go into our general fund. But where does the money go?

##### FIELDS:

- CNLL purchases licenses for all the games and practice fields used during the Spring and Fall seasons from the City of Chandler.
- The electric bill for the use of the lights.
- Such things as bases, batter's box, and foul line chalk and chalking machines, field drags, shovels, rakes, etc.

- **UNIFORMS:**

- Each team for both seasons is outfitted with team matching caps, t-shirts, or jerseys and Little League patches. Parents are responsible for providing their players with pants, socks, cleats, belts, gloves, bats, personal equipment bags and personal safety equipment (cups).
- Practice shirts in Spring
- Coaches' shirts

- **EQUIPMENT:**

- Catcher's equipment: Each team is supplied with a complete set of catcher's equipment, including catcher's mitt, chest protector, shin guards, and helmet/mask with throat guard Practice shirts in Spring
- Equipment bags: One is provided for each team for transporting their equipment.
- Baseballs: Over 2500 balls used each season.
- Batting helmets for the "Rookie" division players

- **UMPIRES:**

- CNLL pays for the umpiring of games at the "AA" and above level divisions at two umpires per game. We provide loaner umpire equipment to our junior umpires. Our senior umpires provide their own equipment.

- **LITTLE LEAGUE INTERNATIONAL RELATED FEES:**

- Charter Fees
- Required background checks
- District 13 fees
- Tournament fees
- Insurance

- **MISCELLANEOUS:**

- Non-sponsor related banners
- Manger's Operating Procedure binders, scorebooks, pitch count books, first-aid kits
- Player League Pins
- Player Photographs
- Temporary outfield fences on fields 9 and 10
- Opening Day Ceremony, Jamboree, Jamboree Games
- Post-season All-star teams

## **Special Projects**

- Chandler National also takes on special projects on our fields where the city does not provide equipment or maintenance. Some of these items have included:
- Electronic scoreboards on fields 7 and 8
- Artificial mounds on fields 7, 8, 9 and 10 and their annual maintenance
- Sunshades for the spectator areas on fields 7, 8, 9 and 10.
- Bullpen artificial pitcher mounds between fields 7 and 8
- Batting cage between fields 7 and 8
- Field Sheds replacement

- Field Equipment and Improvements
- Backstop Padding
- Secure Storage Sheds for all game and umpire equipment

There is a lot of money that goes through our general fund every season. Sponsorships are certainly a critical area for us to maintain the quality of our programs. So, if you, or someone or a company you know would be interested in sponsoring CNLL, please go to our Sponsorship Application page, and become a CNLL sponsor.

# Insurance

**WARNING:** Protective equipment cannot prevent all injuries a player might receive while participating in Baseball / Softball.

## **WHAT PARENTS SHOULD KNOW ABOUT LITTLE LEAGUE® INSURANCE**

The Little League Insurance Program is designed to afford protection to all participants at the most economical cost to the local league. The Little League Player Accident Policy is an excess coverage, accident only plan, to be used as a supplement to other insurance carried under a family policy or insurance provided by an employer. If there is no primary coverage, Little League insurance will provide benefits for eligible charges, up to Usual and Customary allowances for your area. A \$50 deductible applies for all claims, up to the maximum stated benefits.

This plan makes it possible to offer exceptional, affordable protection with assurance to parents that adequate coverage is in force for all chartered and insured Little League approved programs and events.

If your child sustains a covered injury while taking part in a scheduled Little League Baseball or Softball game or practice, here is how the insurance works:

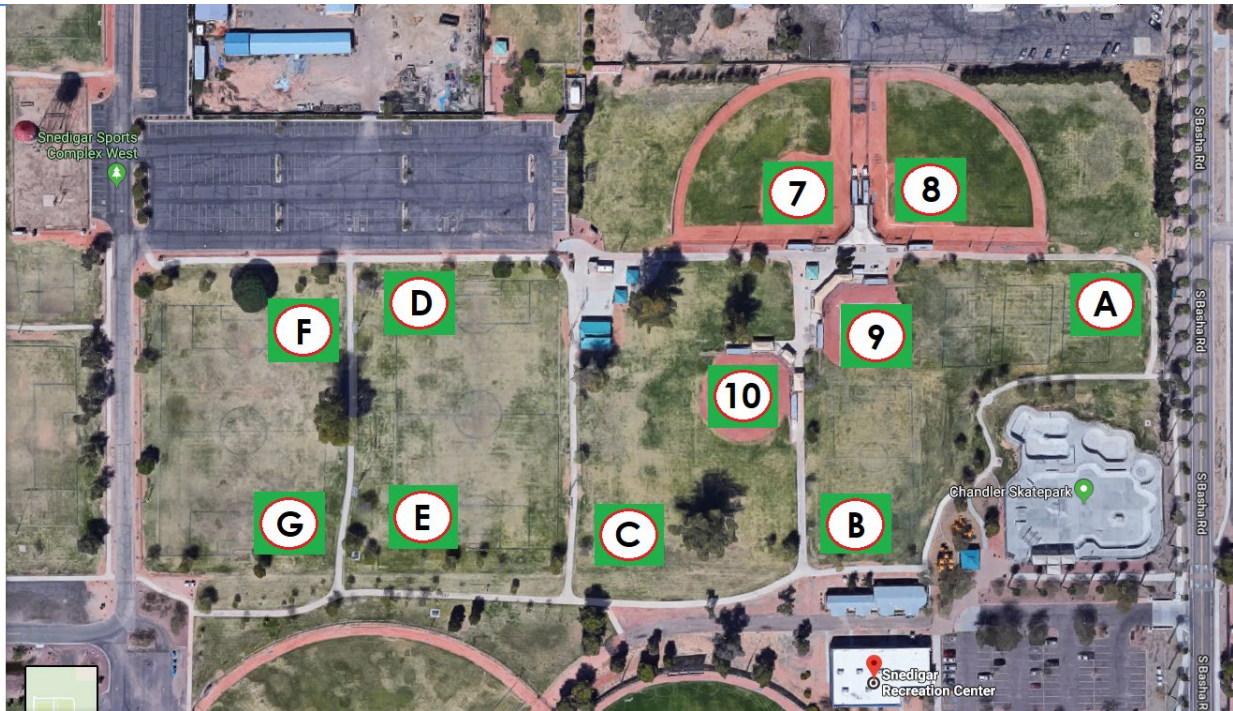
1. The Little League Baseball and Softball accident notification form must be completed by parents (if the claimant is under 19 years of age) and a league official and forwarded directly to Little League Headquarters within 20 days after the accident. A photocopy of the form should be made and kept by the parent/claimant. Initial medical/dental treatment must be rendered within 30 days of the Little League accident.
2. Itemized bills, including description of service, date of service, procedure and diagnosis codes for medical services/ supplies and/or other documentation related to a claim for benefits are to be provided within 90 days after the accident. In no event shall such proof be furnished later than 12 months from the date the initial medical expense was incurred.
3. When other insurance is present, parents or claimant must forward copies of the Explanation of Benefits or Notice/ Letter of Denial for each charge directly to Little League International, even if the charges do not exceed the deductible of the primary insurance program.
4. Policy provides benefits for eligible medical expenses incurred within 52 weeks of the accident, subject to Excess Coverage and Exclusion provisions of the plan.
5. Limited deferred medical/dental benefits may be available for necessary treatment after the 52-week time limit when:
  - a. Deferred medical benefits apply when necessary, treatment requiring the removal of a pin /plate, applied to transfix a bone in the year of injury, or scar tissue removal, after the 52-week time limit is required. The Company will pay the Reasonable Expense incurred, subject to the Policy's maximum limit of \$100,000 for any one injury to any one Insured. However, in no event will any benefit be paid under this provision for any expenses incurred more than 24 months from the date the injury was sustained.
  - b. If the Insured incurs Injury, to sound, natural teeth and Necessary Treatment requires treatment for that Injury be postponed to a date more than 52 weeks after the injury due to, but not limited to, the physiological changes of a growing child, the Company will pay the lesser of: 1. A maximum of \$1,500 or 2. Reasonable Expenses incurred for the deferred dental treatment.

Reasonable Expenses incurred for deferred dental treatment are only covered if they are incurred on or before the Insured's 23rd birthday. Reasonable Expenses incurred for deferred root canal therapy are only covered if they are incurred within 104 weeks after the date the Injury occurs. No payment will be made for deferred treatment unless the Physician submits written certification, within 52 weeks after the accident, that the treatment must be postponed for the above stated reasons.

Benefits are payable subject to the Excess Coverage and the Exclusions provisions of the Policy. We hope this brief summary has been helpful in providing a better understanding of the operation of the Little League insurance program.

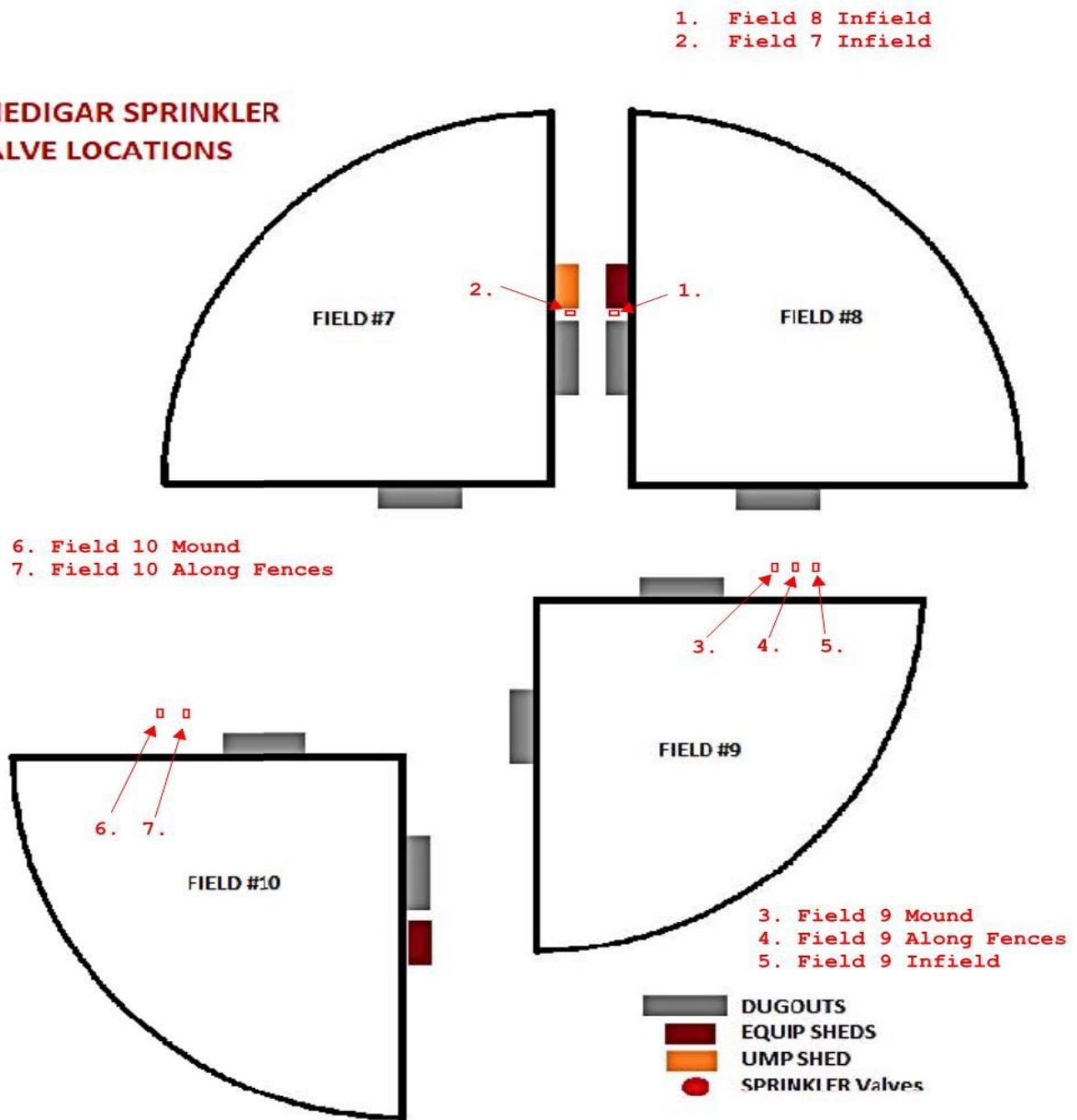


## Snedigar Field Map:



## Snedigar Sprinkler Valve Locations:

### SNEDIGAR SPRINKLER VALVE LOCATIONS



## Abuse Training:



### Directions for Abuse Awareness for Adults Course Completion

#### LITTLE LEAGUE

USA Baseball's BASE (Baseball Athlete Safety Education) program is a zero-tolerance campaign for any type of abuse within the sport of baseball. All Little League coaches and volunteers are required to complete the Abuse Awareness for Adults course. Please follow the instructions below to complete the course.

More information including the USA Baseball Ineligible List and the Online Reporting Form for abuse within the sport can be found at [www.USABASE.org](http://www.USABASE.org). Please contact [Develops@USABaseball.com](mailto:Develops@USABaseball.com) if you need additional support.

#### Create an Account or Sign in to USABDevelops.com

- a. Go to [USABDevelops.com](http://USABDevelops.com) or download the [USA Baseball App](#).
- b. Click "Sign in/Register"
- c. Enter all required information
- d. Select your league from the "Little League – Local Leagues" drop-down menu and click "+Join"
  1. If you have an existing account, click your name in the top right corner, select MY ACCOUNT, and then UPDATE MY PROFILE to link your account with your local Little League.

#### Complete Abuse Awareness for Adults course\*

- a. Click EDUCATION
- b. Select COURSES
- c. Click "Abuse Awareness for Adults" ➡ "+Enroll" ➡ "Go to Course"
- d. Complete the course

\*If you have completed the Abuse Awareness for Adults course in the past and need an updated certificate, please select the Restart Course button.

- a. Click your name in the top right corner and select MY ACCOUNT
- b. Select COURSES
- c. Scroll to the Abuse Awareness for Adults course and click RESTART COURSE

**Download Certificate** Click your name in the top right corner and select MY ACCOUNT  
Select COURSES

Scroll to the Abuse Awareness for Adults course and click DOWNLOAD CERTIFICATE

Send Certificate to [safetyofficer@chandlernational.com](mailto:safetyofficer@chandlernational.com) Include which team you are volunteering on.



## THE LITTLE LEAGUE PLEDGE

*I trust in God  
I love my country and will respect its laws  
I will play fair and strive to win  
But win or lose  
I will always do my best*

## THE LITTLE LEAGUE PARENT/VOLUNTEER PLEADGE

*I will teach all children to play fair and do their best  
I will positively support all manager, coaches, and players  
I will respect the decision of the umpire  
I will praise a good effort despite the outcome of the game*