

CLAYTON VALLEY LITTLE LEAGUE BYLAWS
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TABLE OF CONTENTS

SECTION I – GENERAL LEAGUE RULES	Page 2
SECTION II - DIVISION RULES	
A. PEANUT DIVISION	Page 3
B. FARM B DIVISION	Page 10
C. FARM A DIVISION	Page 13
D. MINOR B DIVISION	Page 16
E. MINOR A DIVISION	Page 16
F. MAJOR DIVISION	Page 17
G. JUNIOR & SENIOR DIVISIONS	Page 17
H. SOFTBALL DIVISION	Page 17
SECTION III - PLAYER DRAFT REGULATIONS	Page 17
SECTION IV - ALL-STAR TOURNAMENT PLAY	Page 19
SECTION V - CLAYTON VALLEY PLAYOFFS	Page 20

SECTION I – GENERAL LEAGUE RULES

- A. The “MUST PLAY RULE,” as established by the Board of Directors of Clayton Valley Little League, “Every player on a team, if eligible, shall participate for a minimum of nine (9) defensive outs, and must have at least one (1) at bat”. **THE MUST PLAY RULE APPLIES TO EVERY DIVISION OF BASEBALL AND SOFTBALL.**
1. This rule is not a guideline. It is an absolute. If for some unforeseen reason, a player does not get in the allotted amount of time, he/she will start the next game and play the amount of time that was missed in the previous game. This does not excuse the player from his/her playing time (nine (9) defensive outs and one (1) at bat) for the new game. Exceptions to the MUST PLAY RULE are exclusively as follows:
- a. A Manager is not obligated to the MUST PLAY RULE for a player who arrives after a game has started.
 - b. A Manager may “bench” a player for legitimate reasons. A Manager is not obligated to the MUST PLAY RULE for a benched player. Legitimate reasons for benching a player may include: missing practice, poor behavior, violation of the league’s “Zero Tolerance Policy.” Prior to a player being removed from his/her playing time, the Manager must be absolutely sure that the player and his/her parents are aware of the reason for the suspension and the division Vice President must also be notified at least 24 hours prior to the scheduled game time. At game time, the opposing Manager, Umpire-in-charge, and Official Scorekeeper shall be notified of the benched player’s status.
 - c. If a game does not last 6 full innings because the home team is ahead after the top of the 6th inning, then the visiting Manager is not obligated to the MUST PLAY RULE with respect to the 3 outs attributable to the bottom of the 6th inning. However, if a player did not come to bat for this reason then the player MUST have at least two (2) at bats in the next game.
 - d. If a game does not last 6 full innings because of a time limit imposed by the league, then a Manager is not obligated to the MUST PLAY RULE with respect to the innings not played. For the next game, however, the Manager shall start those players that received the least amount of playing time in the previous game. In addition, if any players do not come to bat due to a time-limited game,

then such players MUST have at least two (2) at bats in the next game.

- B. Clayton Valley Little League has not adopted Rule 4.10(e), the “Automatic Concession Rule.” Rather, after completion of four (4) innings (or three and one half (3 1/2) innings if the home team is leading), if one team is leading by ten (10) or more runs, then the game can be suspended at the discretion of the Manager of the team who is trailing. For the Juniors division, this rule applies after completion of five (5) innings (or four and one half (4 1/2) innings if the home team is leading).
- C. For the purpose of determining a “players age”, CVLL will use the dates and Age Chart established by Little League Baseball, Inc.
- D. Missed Games - Any game which is not played on the scheduled day and time will require a telephone notification to the division VP within 24 hours of the game’s start time by both managers. The involved managers will determine a day and time to play the game within 7 calendar days of the originally scheduled game. Failure to play the game within 7 days will result in the division VP assigning the next open date for the teams to play. Each team will show up in uniform for this game. A team failing to make the second scheduled date will be grounds for forfeit. Determination of forfeit will be made by the Board within two weeks of the last scheduled date.
- E. Pre- and Post-Game Team Responsibilities for all Divisions of Baseball and Softball.
 - Home Team:
 - Pre-game field preparation (benches, lines, bases, etc.)
 - Official scorekeeper
 - Home plate umpire
 - 2 game balls
 - Visiting Team:
 - Base umpire
 - Post-game cleanup: put away all equipment, bases, pitching mound, lock up, etc.
 - Post game policing of entire field for trash
 - Official Pitch Count or Innings Count record keeper (where applicable)

SECTION II - DIVISION RULES

A. PEANUT DIVISION RULES

The Peanuts Division is a NON-COMPETITIVE division that is designed to gradually introduce players to the game of baseball. No scores or standings are kept and there are no playoffs. THE EMPHASIS IS ON INSTRUCTION, LEARNING BASIC BASEBALL SKILLS AND TEAM WORK. There shall not be any pressure placed on players to "win." HAVING FUN is of utmost importance and should be stressed by all coaches, managers and parents at all times. Decisions regarding disputes within the Peanut Division will be based on these

objectives.

SAFETY must also be emphasized at all times. Managers and coaches must be sure that all players are properly supervised at all times, both on the field and on the bench, and during practices. At any given time, only one player should have a bat in their hand--the batter. During games and practices, helmets must be worn while batting and running bases. Intentional throwing of equipment will not be tolerated under any circumstance.

The standard game of baseball will be played and the Little League Rule Book, Tee Ball Regulations, and the CVLL General League Rules above will be followed with these exceptions:

- a. Age: Peanut Division will be for boys and girls playing age 5 through 7. Girls are eligible up to playing age 8.
- b. Assignment of Players: Players in the Peanut Division will be assigned to teams by the Player Agent and/or the Peanut Vice President. Every effort will be made to balance the number of players on each team by age, gender and prior experience. Any roster changes or player drops will be reported to the Player Agent/Peanut Vice President by the manager immediately. No roster changes will be allowed after the start of the season.
- c. Team Size: Team size will be determined by the Player Agent and/or Peanut Vice President. The final team size must be approved by the Board of Directors. In no case shall the size of any team exceed 15 players.
- d. Team Structure: The team shall consist of all players, the manager and no more than 2 official coaches. During games, no other individuals shall be allowed in the dugout/bench area or on the playing field.
- e. Manager Selection: Managers will be selected from volunteers submitting their names and applications for consideration to the appropriate league official. Managers will be recommended by the Peanut Vice President to the CVLL President, following normal Board approval procedures.
- f. Manager's Responsibility: The team manager is responsible for the safe and proper conduct of coaches, players, parents and spectators. In the event of improper conduct by coaches, players, parents or spectators, the umpire, if necessary, is authorized to halt the game and direct the manager to restore proper conduct or order the game to be suspended. Any instances of game suspension will be immediately reported to the Peanut Vice President. Any improper or unsportsmanlike conduct may be brought before the Board of Directors for review, in accordance with CVLL's "Zero Tolerance Policy."
- g. Dress/Equipment: Conventional play clothing is to be worn with team cap and T-shirt provided by the league. Approved safety equipment (protective helmets, etc.) provided by the league must be used. Peanuts soft baseballs must be used for practices and games. No metal cleats or spikes of any kind are to be used by players, coaches, etc. Players may

- use a regular fielder's glove in lieu of a catcher's glove while playing the catcher position.
- h. Schedules: A schedule of league games will be drawn up prior to the beginning of the season. Practice games are recommended in pre-season. Arrangements for practice games may be done between coaches or managers of the teams. No league approval is required for practice games within the Peanut Division.
 - i. Defensive Play: The Must Play Rule is amended for the Peanuts Division such that each player must be given a defensive position no later than the beginning of the second inning. No player may be removed from a defensive position on the field until that team goes on offense (Exceptions -- Potty Rule and injuries). Players will not change defensive assignments within an inning.
 - j. Keeping in mind that the primary focus of Peanuts is instructional, players will be rotated and be given an opportunity to play all infield and outfield positions. For games, it is recommended that players be rotated at least every two innings.
 - k. Potty Rule. Any player shall be allowed to go to the restroom and be replaced during that time by another player. Play will continue with the substitute player. The original player will resume his/her position upon return to the playing field.
 - l. Coaches not helping in the field are to stay in the dugout area while team is on defense. Defense coaches may not enter the infield area while the ball is in play.
 - m. Batting
 - The batting order should be rotated so that all players hit in different spots in the order throughout the year.
 - For those that are having trouble hitting, encourage good swings and at bats, not just hits. Work on making contact-stress swinging at balls in or near the strike zone and layoff pitches that cannot be hit.
 - Batters may not throw bats under any circumstances. A player's coach should warn any player for unintentionally throwing a bat that they will be called out if they continue to do so. Players who are called out for throwing a bat learn to stop the habit with surprising quickness.
 - For safety purposes, please emphasize the proper way to drop (not throw) the bat after hitting the ball and running to 1st base.
 - No strikes or balls will be counted. It is the responsibility of the home plate umpire to place the ball and tee in position for play, and to remove the batting tee immediately after the ball is hit so that it will not interfere with any subsequent play.
 - If the batter hits the tee instead of the ball, the umpire will rule the ball foul and the batter will bat again.

- Bunting is not allowed in the Peanut Division. For safety, a four-foot semi-circle will be drawn in front of home plate. A batted ball must leave this semi-circle to be playable. Any batted ball that does not leave the semi-circle will be called foul.
 - Bat throwing - Any player who, in the umpire's judgment, intentionally throws a bat, will be called out. A batter who, in the umpire's judgment, loses control of the bat during the swing will be warned once. The warning will be noted in the official scorebook. If any batter repeats throwing the bat in the same game, he/she will be called out. If the ball is batted fairly on a thrown bat, the play will be allowed to continue. Once the play has been completed, the batter will be called out and all runners will return to the base they occupied before the ball was batted with no penalty to those runners.
- n. Base Running
- Emphasis should be placed on the development of proper base running habits, not scoring runs. This includes:
 - Knowing the situation-outs and lead runners
 - Leaving base in fly ball/ground ball situations
 - Making the base turns properly
 - Using the base coaches instead of looking for the ball.
 - Causing confusion by sending runners for extra bases while the ball is being fielded is not productive or instrumental and should not be encouraged or tolerated.
 - Unrestrained or unsportsmanlike-like base running is to be discouraged. Runners must stay in contact with the base until the ball is hit. When players have advanced as far as possible without being put out, play will be dead and no runner may advance. When all defensive players are in their proper position, the umpire shall allow play to continue and the next batter shall take his/her turn at bat. If a player is not in contact with the base at the time the ball is batted, he/she will be limited to one base beyond the batter or base runner behind him/her on that play. The one base limitation will apply to all runners on base at the time of any runner leaving early.
 - There is no stealing in Peanuts.
 - Sliding: Sliding is not permitted. If in the umpire's judgment a player slides, he/she shall be called out.
 - Adults may participate as base coaches at manager's discretion.

o. Runners Advancing

- If a fair ball is touched by a fielder using his/her cap or by a thrown glove, the ball becomes dead and the runner will be awarded the base they are going to, plus two extra bases.
- Runners may advance as far as possible with the liability to be put out when an overthrow occurs as long as the ball remains on the field of play.
- Field of play shall be defined as that area within the imaginary extensions of the backstop down the right and left side of the infield and outfield.
- If a fairly hit ball goes into foul territory and is obstructed in any way, or is touched by a spectator, the ball becomes dead and the runner advances one base beyond the last base touched at the time of the obstruction.
- If a runner is standing on a base when an overthrow from an attempted putout leaves the field of play the ball shall be ruled dead and the runner will advance only to the next base.
- If a runner is advancing towards a base when an overthrow attempting a putout leaves the field of play the ball shall be ruled dead and the runner will advance to that base, plus one additional base.

p. Ground Rules/Fielding

- Balls hit to the outfield and interfered by other games (touched by anyone other than the defensive player) are ground rule triples. Managers are encouraged to instruct their players not to interfere with a ball from another game. If the ball is unimpeded, it remains in play.
- Every player should have a chance to play every position and players should be rotated frequently - preferably every inning. However, in the interest of safety coaches should consider the risk of injury when placing players.
- Emphasize anticipation of the play and being in ready position when the ball is delivered to the plate.
- Stress knowing the situation and making the right play - force plays, # of outs, fly ball/ground ball situations.
- Teach your outfielders to get the ball into the infield as quickly as possible. Base runners cannot advance once the ball is in the infield.
- Avoid unnecessary throws - stop runners by getting the ball to infield quickly.

General Game Rules

1. Base Distances: The distance between bases for Peanuts play will be 50 feet.

2. Defensive coaches are permitted in the field.
3. The home team is responsible for field preparation prior to the game.
4. The home team is responsible for supplying two new balls for each game.
5. Although a scorebook is supplied to each team, it is for keeping track of the batting order only. NO score is to be kept and no winner or loser declared.
6. A reduced injury factor ball, T-5, will be used in all practices and games.
7. All players present will bat.
8. There are no walks.
9. There is no bunting, stealing or infield fly rule.
10. There are no headfirst slides.
11. Runner must attempt to run out of the baseline to avoid a collision.
12. The base runner is not allowed to leave the base until the ball is hit. Players that leave the base before the ball is hit should be instructed and be required to return to the original base.
13. 10 players are allowed at one time on defense--four outfielders, four infielders, a pitcher and a catcher.
14. All batters must wear a helmet.
15. There is no on deck area. The only batter with a bat in his hands should be the one up at the plate. The next batter up should get prepared to bat by getting a helmet on, putting on batting gloves etc. and deciding on a bat.
16. Dead Balls. A fully or partially batted ball coming to rest inside the 4-foot arc in front of home plate shall be declared a "foul ball". An exception would include that if in the batting coach's judgment, the player has achieved a "good hit" based on the individual's ability. A fully or partially batted ball must pass 1st or 3rd base or come to rest in fair territory to be declared a "fair ball." An exception would include that if the player hits a "foul ball" that in the batting coaches judgment is deemed a "good hit" based on the individual's ability, the ball should be declared a "fair ball."
17. The length of the game shall be limited to 4 innings and generally 90 minutes. If at 90 minutes past the start of the game the game is still ongoing, then the current inning will be completed as the last inning of the game.
18. Home Run Rule. The last batter of a half inning may circle the bases for a Home Run, regardless of batted ball distance. For practice purposes, the defensive team is advised to make their normal play on runners or the batter at first base. THEN attempt to make a play on the batter/runner at home

plate. If the batted ball travels only a short distance, the defensive team should try a "double play" (i.e., second to 1st and back to home).

Specific Game Rules

FIRST THIRD OF SEASON (approximately 5 games)

1. All players to bat the ball into play from the tee.
2. There are NO strikeouts. Players failing to produce a fairly batted ball in a reasonable amount of time may choose to "rest" and shall be given a second chance later in that SAME INNING.
3. Batters and base runners to advance only one base at a time per fairly batted ball. "Station to Station" base running.
4. Outs are not recorded. Players remain on base.
5. One inning consists of all players on the batting team batting one time. "Batting through the lineup".

MIDDLE THIRD OF SEASON (approximately 5 games)

1. Each batter may receive an underhand or overhand "soft toss" pitches from their own coach. A player choosing to bat from the tee is still acceptable.
2. Each batter will receive up to 5 pitches. If by the 5th pitch the batter has not put the ball into play, he/she will be permitted to put the ball into play from the tee.
3. There are NO strikeouts. Players failing to produce a fairly batted ball in a reasonable amount of time may choose to "rest" and shall be given a second chance later in that SAME INNING.
4. Batters and base runners to advance only one base at a time unless the batted ball passes beyond an outfielder. In this case the batter and the base runners may advance beyond one base.
5. Runners must stop advancing once the ball has been CONTROLLED (in front of or in the hands of) by an outfielder or has been returned to the infield regardless of whether the ball is in possession of an infielder or not.
6. The infield is the area where the infield dirt meets the outfield grass to the backstop and includes any foul ground along the first and third base lines.
7. Outs are not recorded. Players remain on base.
8. One half inning consists of all players on the batting team batting one time. "Batting through the lineup."

9. There are no walks or free bases for being hit by a pitch.
10. The team with players in the field must provide a coach/parent to back up the catcher in an attempt to keep the game moving.
11. The team with players batting must provide a coach/parent to instruct batting to help move the game along.

FINAL THIRD OF SEASON (approximately 6 games)

SAME RULES APPLY AS MIDDLE THIRD OF SEASON with the following exception: Outs are recorded on batters and base runners. After 3 outs are recorded, the bases are cleared and the batting team RESUMES batting in a CONTINUATION of the listed batting order.

B. FARM B DIVISION RULES

This is a non-competitive division. No scores or standings are kept and there are no playoffs. The emphasis is on instruction, learning basic baseball skills and teamwork. There shall no be any pressure placed on players to “win.” Having fun is of utmost importance and should be stressed by all coaches, managers and parents at all times.

This division is designed to gradually introduce players to the game of baseball. The season will consist exclusively of the use of a pitching machine and use of a reduced injury factor (T-5) ball. The T-5 ball is the only ball that should be used during the games and practices.

SAFETY must also be emphasized at all times. Managers and coaches must be sure that all players are properly supervised at all times. This goes for on the field as well as on the bench and during practices. At any given time, only one player should have a bat in their hand – the batter. During games and practices, helmets must be worn while batting and running the bases. Intentional throwing of equipment will not be tolerated under any circumstance.

Particular areas that should be emphasized are:

Batting

- Be sure that all players hit in different spots in the order throughout the year.
- For those that are having trouble hitting, encourage good swings and at-bats, not just hits. Work on being selective and making contact – stress swinging at balls in or near the strike zone and lay off pitches that cannot be hit.
- Batters may not throw bats under any circumstances. A player’s coach should warn any player for unintentionally throwing a bat that they will be called out if they continue to do so. Players who are called out for throwing a bat learn to stop the habit with surprising quickness.

Base Running

- Emphasis should be placed on the development of proper base running habits, not scoring runs. This includes:
- Knowing the situation – outs and lead runners
- Leaving base in fly ball/ground ball situations
- Making the base turns properly
- Using the base-coaches instead of looking for the ball.
- Causing confusion by sending runners while the ball is being fielded is not productive or instrumental and should not be encouraged or tolerated.

Fielding

- Every player should have a chance to play every position and players should be rotated frequently - preferably every inning. However, in the interest of safety coaches should consider the risk of injury when placing players.
- Emphasize anticipation of the play and being in ready position when the ball is delivered to the plate.
- Stress knowing the situation and making the right play – force plays, # of outs, fly ball/ground ball situations.
- Teach your outfielders to get the ball into the infield as quickly as possible. Base runners cannot advance once the ball is in the infield.
- Avoid unnecessary throws – stop runners by getting the ball to infield quickly.

Game Rules

The standard game of baseball in the Farm B Division will be played according to the “Little League Rule Book” and the CVLL General League Rules above, with the following exceptions:

1. A pitching machine will be used to deliver the pitch to the batters in this division.
2. One defensive coach is permitted in the field.
3. The team with players in the field must supply a coach/parent to back up the catcher in an attempt to keep the game moving. This individual is also responsible for making sure the pitcher is positioned correctly.
4. A minimum of six (6) baseballs will be used during games. All six (6) baseballs do not have to brand new; “used” baseballs are acceptable.
5. Although a scorebook is supplied to each team, it is for keeping track of the batting order only. No score is to be kept and no winner or loser declared.
6. A reduced injury factor ball will be used in all games.

7. All players present will bat.
8. First Half of Season: Each batter will receive six (6) pitches to put the ball in play. The batter will be considered out if they do not put the ball in play by the 6th pitch or if they are put out by a play in the field. A player will continue to receive pitches if they foul off the 6th pitch and any consecutive subsequent pitches. The side is not retired until the batting team goes through their entire batting order.
9. Second Half of Season: Each batter will receive six (6) pitches to put the ball in play. The batter will be considered out if they do not put the ball in play by the 6th pitch or if they are put out by a play in the field. A player will continue to receive pitches if they foul off the 6th pitch and any consecutive subsequent pitches. The side is retired after three outs or when the batting team goes through their entire batting order, whichever comes first
10. There are no walks.
11. There are no free bases for being hit by a pitch.
12. There is no bunting, stealing, or infield fly rule.
13. There are no head first slides. Players should be discouraged from sliding headfirst and should be called “out” by their own coach.
14. Runner must attempt to slide to avoid a collision and should be called “out” if they do not.
15. The base runner is not allowed to leave the base until the ball is hit. Players that leave the base before the ball is hit should be warned and be required to return to the original base. The runner should be called out if he continues to leave early.
16. Base runners may advance until the ball is returned to the infield. As soon as the ball is in the infield, whether in the possession of a fielder or not, all runners must stop advancing. The infield is from the area where the infield dirt meets the outfield grass to the backstop and includes any foul ground along the third and first base lines.
17. 10 players are allowed at one time on defense. 4 outfielders, four infielders, a pitcher, and a catcher.
18. Dead balls.
 - a. A batted ball hitting the pitching machine or machine operator is a dead ball. The batter is awarded first base and existing base runners advance only if “forced.”
 - b. A ball overthrown past 1st or 3rd base is a dead ball. Players may continue to the base they were approaching prior to the ball going out of bounds.

- c. A thrown ball hitting the pitching machine or machine operator is a dead ball. Players may continue to the base they were approaching prior to the ball hitting any of the above.
- d. A batted ball that comes to rest inside the pitching circle is a dead ball. The batter is awarded first base and existing base runners advance only if “forced.”
- e. A thrown ball that comes to rest inside the pitching circle. Players may continue to the base they were approaching prior to the ball coming to rest.

19. All batters and pitchers must wear a helmet.

20. There is no on-deck area.

- a. The only batter with a bat in his hands should be the one up at the plate.
- b. The next batter up should get prepared to bat by getting a helmet on, putting on batting gloves, and deciding on a bat.

21. The length of the game shall be 6 innings maximum. At 90 minutes past the start of the game the umpire shall notify the teams that the current inning will be completed and the following inning will be the last.

Use of a pitching machine

- Be sure the batter steps out of the batter box and at least two test pitches are thrown after making any adjustment to the machine.
- Be sure an adult is behind the plate to catch any practice pitches that are thrown.
- The machine should not be adjusted for each batter. We are not looking to put the ball right at the belt of every batter. Due to their height some players may have to hit a high strike while others may have to hit a low strike

C. FARM A DIVISION RULES

This is an instructional division. No standings are kept and there are no playoffs. The emphasis is on instruction, good baseball skills and sportsmanship.

The division is designed to introduce players to pitching. A regulation little league hard ball will be used.

The standard game of baseball in the Farm A Division will be played according to the “Little League Rule Book” and the CVLL General League Rules above, with the following exceptions:

1. All eligible players will bat according to a fixed rotation regardless of who is in the field on defense.
2. The “Infield Fly Rule” is suspended.
3. The defensive team shall have ten (10) players on the field. There is free substitution at the beginning of each inning with a minimum of four (4) outfielders (no “rovers” or short fielders) placed at least ten (10) feet behind the infield. A game may start with nine (9) players. If a team cannot field enough players within the time allowed, the game will be re-scheduled or forfeited subject to the league rules.
4. There will be no base stealing and there will be no advancing on wild pitches, passed ball or overthrows back to the pitcher. The play is declared “DEAD” when the ball is under control by the pitcher in the area of the pitching mound, *defined as a 15-foot diameter around the pitching rubber.*
5. The scorebook supplied is to track batting orders, and to ensure compliance with the “Must Play Rule.” There will be a four (4) run limit on every inning except the last inning (only the sixth inning) when three (3) outs must be recorded.
6. If the time limit or darkness is impending, the Umpire shall state to the managers it is the last inning to be played. Safety should be the primary factor in this decision.
7. The Manager is not obligated to the “Must Play Rule” for a player who arrives after a game has started. Late arrivals in the Farm A Division shall be noted in the official scorebook and be placed at the bottom of the official batting order regardless of where the team is in regards to the batting order. Therefore if he/she arrives late, there will be no “holding a place in the order”, nor is the tardy player automatically “up next”. Players are instructed to be present at least fifteen (15) minutes before the start of each game.
8. No full inning may be started after two (2) hours has expired. At 90 minutes after the beginning of the game the current inning is completed and the next inning is the last inning.
9. Bunting is not allowed.
10. Teams may chatter for their own players ONLY. Sportsmanship is the #1 priority. All managers and coaches should use positive, instructive and encouraging coaching. This also applies to manager and coaches’ behavior towards the umpires.
11. A maximum of one (1) manager and two (2) coaches will be allowed in the team dugout/bench area at one time.
12. A batter who is hit by a pitch thrown by the regular pitcher shall be awarded first base and the ball is dead. The batter has the option of remaining at bat

or taking first base. If the batter chooses to remain at bat, the count remains the same.

13. All eligible batters will be allowed a regulation at-bat against the opposing pitcher and the at-bat must result in either a fairly hit ball, a hit batsman or a strikeout.
14. If the at-bat results in a base on balls, a walk will not be awarded. The manager/coach of the team at bat shall pitch to the batter and all previous strikes shall carry over and be counted until the batter is out on strikes or hits the ball fairly.
15. The manager/coach shall not approach the mound area until the regular pitcher has the ball in his/her possession, on the mound and the home plate Umpire has called time out.
16. The manager/coach shall pitch the ball in a normal overhand manner from the pitching rubber (high, lob pitches are not allowed). If, in the home plate umpire's judgment, the pitch is not delivered in a normal overhand manner, "No Pitch" shall be declared and the manager/coach shall deliver another pitch. During the time the manager/coach is pitching, the regular pitcher shall take a position that will allow him/her to field a normal pitcher's position.
17. No base will be awarded to a batter who is hit by a pitch thrown by the manager/coach.
18. Should the batter hit the ball fairly, the adult pitcher shall not coach any runners and shall immediately leave the playing field, without interfering with any play and assume his/her position in the dugout.
19. Should the manager/coach pitcher be hit by a batted ball, the ball shall be declared "DEAD," play will stop and the umpire shall rule "NO PITCH."
20. If the manager/coach pitcher should strike out a batter, he/she will leave the field after receiving the ball from the catcher and handing it directly to the regular pitcher. The regular pitcher will resume pitching to the next eligible batter, if necessary.
21. Hit by Pitch Rule: A pitcher is to be removed from that position if he hits 2 batters in one inning or upon hitting his third batter in one game.
22. Once the pitcher is removed from the position of pitcher, he/she cannot pitch again in that game.
23. The "Pitch-Count rule" Option 1 (as mandated by the Little League Rule Book) shall be followed.

D. MINOR B DIVISION RULES

The standard game of baseball in the Minor B Division will be played according to the “Little League Rule Book” and the CVLL General League Rules above, with the following exceptions:

1. 90 Minute Rule: At the 90-minute mark of a game, the inning being played will be completed (both halves) and the Umpire in charge will announce "Last Inning." The "5-run rule" will be waived only in the 6th inning and any inning thereafter.
2. Runs will be limited to five (5) runs per inning except the 6th inning or any inning thereafter when three (3) outs must be recorded. Safety should be the primary factor in this decision.
3. All eligible players will bat according to a fixed rotation regardless of who is in the field on defense. Minor B is still an instructional league and managers shall not have a fixed batting order, thereby causing certain batters to always be at the bottom of the batting order. Managers are encouraged to rotate the order such that every player gets an opportunity to “lead off” the batting order.
4. Consistent with District 4 T.O.C. playoffs regulations, 11 year olds are not allowed to pitch.
5. The Little League “Pitch-Count” Rule Option 1 shall be followed.
6. Intentional walks shall not be permitted.
7. Hit by Pitch Rule: A pitcher is to be removed from that position if he or she hits 2 batters in one inning or upon hitting his third batter in one game.
8. The infield fly rule will be suspended for the first half of the season and enforced the second half of the season.
9. Stealing of home will not be allowed for the first half of the season. A player will also not be allowed to continue home on an over throw at 3rd base on a steal that began on second or first base. The player on 3rd base also cannot come home on a wild pitch, passed ball or a throw back to the pitcher. Good sportsmanship should be the guiding factor determining whether stealing is appropriate.

E. MINOR A DIVISION RULES

The standard game of baseball in the Minor A Division will be played according to the “Little League Rule Book” and the CVLL General League Rules above, with the following exception:

1. No inning shall begin after two (2) hours of the start of the game when a following game is scheduled.
2. A continuous batting order shall be used
3. The “5 run rule” as mandated by District 4 shall be used. This means that the only unlimited inning(s) shall be the 6th inning or any inning thereafter.
4. Intentional walks will not be allowed

5. The Little League “Pitch-Count” Rule Option 1 shall be followed.

F. MAJOR DIVISION RULES

The standard game of baseball in the Major Division will be played according to the “Little League Rule Book” and the CVLL General League Rules above. However, a continuous batting order shall be used. Furthermore, intentional walks will not be allowed and the Little League “Pitch-Count” Rule Option 1 shall be followed.

G. JUNIOR AND SENIOR DIVISION RULES

Subject to the CVLL General League Rules provided in Section I above, the standard game of baseball in the Junior and Senior Divisions will be played according to the “Little League Rule Book” and the District 4 Inter-League Rules. In the event of a conflict between the District 4 Inter-League Rules and the Official Rules, the District 4 Inter-League Rules shall control.

H. SOFTBALL DIVISION RULES

Subject to the CVLL General League Rules provided in Section I above, the standard game of softball in all Softball Divisions will be played according to the applicable “Little League Rule Book” and the District 4 Inter-League Rules. In the event of a conflict between the District 4 Inter-League Rules and the Official Rules, the District 4 Inter-League Rules shall control.

SECTION III - PLAYER DRAFT REGULATIONS

A. PLAYER DRAFT REGULATIONS

1. The player draft shall be conducted no later than two weeks following the final day of tryouts (including make-up dates).
2. The applicable “Rule Book” and the official “Operating Manual” will be adhered to during the draft.
3. Little League Major, Junior League and Senior League Divisions’ drafting order shall be determined by the final standings of the previous season, by the rounds system. The first place team will pick last in each round.
4. A Little League Major Division team will be comprised of 11 and 12 year olds. Each Manager is also eligible to select one (1) ten (10) year old per team provided that the player has completed a full season at the Minor A level. No nine (9) year old may be drafted onto a Major Division team.
5. A parent may submit to the respective Player Agent, a “no draft” request, no later than twenty-four hours prior to the draft date. If accepted by the Player Agent and approved by the Division Vice

President, the named player is ineligible for draft into the division noted in the “no draft” letter. Once the letter has been received and acted upon, the effected player will not be permitted to move to any other division during that year. Managers and Coaches sons/daughters who were protected in the draft in the Minor/Farm divisions are considered as a no draft request.

6. No Tryout Rule: For all divisions that compete for post-season play, players not trying out are generally not be eligible for the draft and will be placed on a waiting list.
7. If a player misses tryouts for a legitimate reason, the Player Agent may petition the Board for an exception to the No Tryout Rule. If the Board approves the exception, then the Player Agent must notify all managers of the appropriate division within 24 hours of the draft and provide any and all information available regarding the player's skill level. If drafted, such players are fully eligible for regular- and post-season play.
8. Immediately after the draft is complete, if there are insufficient eligible players to fill a division, the Player Agent may assign players from the waiting list to teams. Once the initial teams have been established, any remaining wait-listed players shall be assigned by the Player Agent on a first-come-first-served basis, based on registration date and time. No player assignment shall be allowed during the final two weeks of the regular season. Players assigned to a team from the waiting list are fully eligible for regular- and post-season play.
9. In the Majors through Farm A Divisions there will be no property players. Drafts for these divisions will comprise of re-drafting an entire team with the exception of a Manager Option (Majors – Farm A) and applicable Coaches Options (Minor A – Farm A)
10. All twelve year olds will be placed on a Majors team unless they choose to opt out. All twelve (12) year olds must play no lower than the Minor A Division. All eleven (11) year olds must play no lower than the Minor B Division. All ten (10) year olds must play no lower than the Farm A division.
11. No player may play in the same division for more than two (2) years (with the exception of a player who is drafted in the Majors as a ten (10) year old). In other words, if a player plays two years in the same division, then he/she must be drafted into at least the next highest division the following year.
12. The Player Agent will assure that all players who played the previous year will be drafted in at least the level where they played the last year. No player shall play at a level below where they played the previous season
13. In general, players shall not be allowed to skip a division (e.g., a player that played Farm during the prior season is not eligible to play Majors during the current season). However, a player may skip a league (e.g., a player that played Minor B the prior season may be

drafted into Majors - skipping the Minor A league - during the current season if the player is age and skill appropriate).

A player may petition the Player Agent for an exception. Such exceptions are subject to Board approval. Issues the Board shall consider include, but are not limited to, the age of the player, the number of years played in the lower division, manager/coach/sibling options, etc.

14. At all levels, in the event that a team loses a player, the manager may select a player from the waiting list or from 1 division lower. The player moving up must have played a full season at this lower level or must be age and skill appropriate for the higher division.

15. If during the season a player who is requested to move up to a higher division declines to move, the Player Agent will inform the manager who needs a player to pick a different player. **The player who first declined to move up will no longer be eligible to move up during the same season.**

16. A Minor or Farm team can only lose one player to a division above unless all other teams have lost at least one player.

Minor/Farm Division Draft Rules

- a. The order of the draft shall be determined by lot, reversing each round. The managers shall draw for their respective draft positions. The manager who draws number 1 can choose his position in the draft and so on until all managers have selected.
- b. Each manager may have one coach-option in the Minor Division and two coach-options in the Farm Division. There are no coach-options at the Major, Junior, or Senior Divisions. After the draft the Manager can name his 2 approved coaches subject to Board approval.
- c. Manager/Coach/Sibling Options are as follows;
 - The first option must be chosen by the third round.
 - The second option must be chosen by the second round.
 - The third option, if applicable, must be chosen by the fourth round.
 - All other brother/sister options shall be chosen in the round after the first brother/sister is taken.

The teams in the Farm B and T-Ball/Peanuts Divisions will not be selected by the draft process. Teams in these divisions will be produced through random selection.

SECTION IV - ALL-STAR TOURNAMENT PLAY

- A. ALL-STAR TOURNAMENT PLAY - 9-10-Year-Old, 11-Year-Old Little League MAJOR, JUNIORS AND SENIORS
 - 1. Player Selection Softball and Baseball – 10-Year-Old, Little League, Juniors and Seniors
 - a. Prior to selection of the All-Star Manager, the managers shall vote by open ballot to choose fourteen (14) All-Stars for the team.
 - i. Managers shall nominate members from their own team.
 - ii. Managers shall then nominate members from other teams.
 - iii. From the list available, the Managers will, by open ballot, vote for nine (9) players. Managers shall not vote for players from their own team. In case of a tie, votes will carry over to the next category, if possible.
 - iv. Managers will then vote for five (5) players. Again, a Manager shall not vote for players from their own team. Ties will be broken at this juncture by vote.
 - v. Any changes to the roster, after voting has been finalized, must be approved by the President of Clayton Valley Little League, or his/her appointed representative from the Board of Directors.
 - vi. Minor managers will provide a list of 10-year-olds from the Minor “A” or “B” Divisions as a pool for selection to the 10-year-old All-Star team on a space available basis.
 - 2. Manager Selection, Softball and Baseball Divisions
 - a. First Place finisher in Majors, including play-offs, has the option of managing, or not, the 12- or 10-year-old team. The first place finisher in Juniors and Seniors will have the option of managing the 13-, 14- and 15-,16-year-old teams in their respective divisions. The manager can pick his own coaches from within the division.
 - b. The next highest finisher has his/her option, until all teams are filled.
 - c. The Board, or appointed delegate(s), will interview the chosen manager and coaches and relay the league’s philosophy on All-Star play.

SECTION V - CLAYTON VALLEY PLAYOFFS

A. CLAYTON VALLEY LITTLE LEAGUE PLAYOFFS

1. Team Selection and Order of Play. Below is a recommended play-off procedure.
 - a. The top four teams will make the playoffs based on overall record. In the Senior Division, a team must also play 75% of their scheduled games to be eligible for the playoffs.
 - b. The schedule will be:

1st place team plays 4th place team. 2nd place team plays 3rd place team. The winners of the two games play for the play-off championship, with the possibility of an if necessary game. If the 1st place team from the regular season loses a game, then the play off winner must play the regular season 1st place team one game to determine the champion. The place team must be defeated twice.
 - c. Home team is determined by coin flip for all play-off games.
2. Ties
 - a. Ties will be broken by;
 - i. Best record in head-to-head competition, to
 - ii. Best record against highest placed team, to
 - iii. Continue to use best record against teams in descending order of finish until tie is broken.
 - iv. Coin Flip.