

Coon Rapids Cardinal  
Little League  
By-Laws  
League ID 012-30-121

Ratified to take Effect as of October 1<sup>st</sup>, 2016

## Article I – Objective

- 1.01** The object of the Coon Rapids Cardinal Little League (CRCLL) By-Laws is to outline additional policies and procedures that are not clarified in the CRCLL Constitution that is on file with Little League International.
- 1.02** When a process or procedure is not outlined within the constitution or the by-laws, the CRCLL Board of Directors will vote on the matter. The outcome of the vote will be the final determination and resolution of the issue.

## Article II – Duties and Powers of the Board

- 2.01 Constitutional Positions** - See the CRCLL Constitution for the following job descriptions:
- President
  - Vice President
  - Secretary
  - Treasurer
  - Player Agent
  - Safety Officer

### Board Member Positions

- 2.02 Scheduling Director** – creates and communicates the schedule of play for all divisions, coordinates with the district and CRCLL umpire coordinator to ensure games have coverage.
- 2.03 Development Director** – Schedules and organizes in-person registration sessions; prepares league marketing flyers to be distributed in the community, such as to area schools, day cares, etc.
- 2.04 Registration Director** – schedules and organizes in-person registration sessions; coordinates printing and distribution of flyers and mailings regarding the league; maintains the database of current players; verifies that all players registered to play meet Little League eligibility guidelines, particularly relating to the league’s borders; uploads player and coach data to the Little League Data Center within the required time period.

- 2.05 League Information Officer** – Maintains the league’s website and social media sites; is primarily responsible for communication from the league to its player families.
- 2.06 Fundraising Director** – Serves as the primary conduit for communication between the league and the Team Parents for each team; schedules and coordinates Picture Day; plans and coordinates activities for Opening Day and Little League Day; manages any and all other fundraising efforts for the league.
- 2.07 Volunteer Coordinator** – coordinates all parent volunteer opportunities for the league, including: mandatory parent volunteer shifts, including communicating with the concessions manager when shortages occur.
- 2.08 Majors Director** - Oversee all aspects of the Majors baseball division; recruit team managers, and make manager recommendations to the board for approval; assists with the organization and execution of the Majors division evaluations; set up and attend the Majors division draft; visit practices and assist if needed; makes a recommendation to the league president for the 11/12-year-old all-star manager and the 10/11-year-old all-star manager; reports to the Vice President. As a general rule of thumb, the director should not have a child in the Major’s Division.
- 2.09 AAA / Fall Ball Director** - Oversee all aspects of the AAA baseball division; recruit team managers, and make manager recommendations to the board for approval; assists with the organization and execution of the AAA division evaluations; set up and attend the AAA division draft; visit practices and assist if needed; in the absence of a AA Director, also fulfills that position; makes a recommendation to the league president for the 9/10-year-old all-star manager; organizes and implements the league’s fall ball program; reports to the Vice President. As a general rule of thumb, the director should not have a child in the Major’s Division.
- 2.10 AA Director** – Oversee all aspects of the AA baseball division; recruit team managers, and make manager recommendations to the board for approval; assists with the organization and execution of the AA division evaluations; set up and attend the AAA division draft; visit practices and assist if needed; makes a recommendation to the league president for the 8/9-year-old all-star manager(s) if needed; reports to the Vice President. As a general rule of thumb, the director should not have a child in the Major’s Division.
- 2.11 A Director** – Oversees all aspects of the A baseball division; recruit team managers and make manager recommendations for the A division to the board for approval; assists with the organization and execution of the A division evaluations; organize and attend the A

division draft; visit practices and assist if needed; makes a recommendation to the league president for the 7/8-year-old all-star manager(s) if needed; reports to the Vice President.

**2.12 Tee Ball Director** - Oversee all aspects of the Tee Ball division; organize and conduct Tee Ball Day; recruit team managers and draft Tee Ball players to teams; visit practices and assist if needed; reports to the Vice President.

**2.13 Learn to Play Director** - Oversee all aspects of the Learn to Play division. Recruit team managers for the division, and draft players to Learn to Play teams. Visit practices and assist if needed. The divisional directors report to the Vice President.

**2.14 Sportswear / Uniform Director** – sources and obtains uniforms for all levels of play and all-star teams; plans, sources, orders and prices sportswear for sale by the league as a fundraiser.

**2.15 Umpire Coordinator** - Recruit and schedule umpires for all AAA & AA games. Conduct Umpire Clinics as necessary.

**2.16 Gambling Committee Chair** – Acts as the primary liaison between the gambling manager and the board of directors; presides over gambling committee meetings.

### **Employees of the League**

**2.17 Concessions Director** - Responsible for all aspects of the concession stand operations, such as:

- Opening/Closing
- Ordering/inventory of products, ensuring best prices
- Trash/recycling containers and hauling of both
- Treat ticket system for players
- Staffing the concessions stand when there is inadequate volunteer coverage
- Training of concessions personnel
- Complete and accurate financial records
- Spring cleaning/Fall shut down

**2.18 Field Maintenance / Facilities / Equipment Coordinator** – Inspect and maintain field condition regularly; order materials and equipment needed; train and schedule other staff necessary to maintain condition; coordinate with the Safety Officer on safety matters; oversees maintenance and projects on any aspects of the park facilities, not related to field maintenance; inventories and evaluates all equipment and baseballs

belonging to the league; orders new equipment and baseballs as necessary, ensuring that the league is getting the best price available; provides each Team Manager with adequate equipment and baseballs for the season; collects all equipment from Team Managers at the end of the season.

- 2.19 Gambling Manager** – manages all aspects of the charitable gambling activities of the league, including, but limited to: maintain relationships with the remote locations we work out of; train and schedule the staff for the booths; perform all bookkeeping and front-end accounting for the gambling operation; coordinates with CRCLL’s CPA firm for regulatory compliance, including audit and taxes.

### **Board Meeting Attendance Policy**

- 2.20 Adoption of a Board Meeting Attendance Policy** – During a league year, which is the October meeting through the September meeting, board members shall not miss consecutive board meetings OR 3 total. If a board member is absent from consecutive board meetings, the board member is subject to removal from the board. The executive board shall review the circumstances of the absences and make a final determination on whether a vote should occur to remove. The board realizes occasionally there are circumstances beyond our control. It is not the intention of this policy to lose good volunteers due to unforeseen circumstances.

### **Replacing Board Members**

- 2.22 Procedures for replacing Board Members** – When a Board position is vacated the following procedure shall be used.

1) When a Board position is vacated October 1 thru April 1 of the first year of the term, the board shall appoint a new board member to fulfill the remainder of the first year. Also, the board shall take nominations for a board member to be elected by the general membership to fulfill the second year of the term for that position.

A) If the board member who is appointed is nominated and elected in the first year of the of the two year term, they shall serve the remainder of the two year term.

B) If the board member who is appointed is not elected in the first year of the term, the nominee who has the most votes AFTER the two year terms are filled shall be elected to serve the remainder of the 2 year term for the position that was vacated

2) When a Board position is vacated after April 1 of the first year of the term, the board shall appoint a new board member to fulfill the remainder of the two year term.

## **Article III – Zero Tolerance Policy and Related Disciplinary Actions**

**3.01 Adoption of a Zero Tolerance Policy** - In support of the CRCLL 2008 Constitution, Article II – Objective, Section 1: “The objective of the Local League shall be to implant firmly in the children of the community the ideals of good sportsmanship, honesty, loyalty, courage and respect for authority, so that they may be well adjusted, stronger and happier children and will grow to be good, decent, healthy and trustworthy citizens.”, CRCLL has adopted a Zero Tolerance Policy.

**3.02 Mission of the Zero Tolerance Policy** - Our mission is to help the youth of our community become better individuals and develop their baseball skills. Baseball embodies the discipline of teamwork. It challenges players towards perfection of physical skills and brings into play the excitement of tactics and strategy.

The nature of baseball also teaches that while every player eventually strikes out or is on a losing team, there is always another chance for success in the next at bat, the next fielding play or the next game. Too often, in recent times, this ethic has been ignored to the detriment of our players, coaches, umpires and spectators. In an effort to return to the ideals outlined in our constitution and to ensure that all events remain safe and enjoyable for all members of the community, the Board of Directors of CRCLL have adopted a policy of zero tolerance regarding abusive, rude or unsportsmanlike conduct by any player, coach, official or spectator.

**3.03 Definition of Zero Tolerance** - The term Zero Tolerance encompasses a wide range of actions or verbiage directed from one person to another, or a group of people, including but not limited to:

- a) Unsolicited physical contact which would constitute assault under state law
- b) Profanity or verbal abuse directed towards any coach, player, umpire, official, spectator or any other participant
- c) Behavior or conduct that has the purpose or effect of creating an intimidating, hostile, or offensive environment for an individual or group, including but not limited to, race, ethnicity and sexual orientation

- d) Use of alcohol, illegal substances or obvious impairment within the complex during games, practices or league events where players are present

**3.04 When Zero Tolerance Policy Applies** - The Zero Tolerance Policy is in effect with respect to any practice or game (regular season, post season or all-star game) and will be enforced in any situation where a player, coach or spectator are ejected from a game or asked to vacate the premises by an umpire or official of CRCLL. If the offender refuses to leave the premises, the umpire or official will call 911 for assistance.

**3.05 Disciplinary Actions** - The following consequences, while not all-inclusive, shall apply to all instances described above. For those actions not described, the CRCLL Board of Directors will use these sanctions as a guide for determining an appropriate course of action.

**3.05a Parents, Guardians and Spectators**

Interference with the conduct of the game resulting in stoppage of play:

- 1) Ejection from the park
- 2) Ejection from the park and one game suspension
- 3) Ejection from the park and suspension for the remainder of the season

Profane, foul or abusive language directed toward a player, coach, umpire, official or spectator:

- 1) Ejection from the park
- 2) Ejection from the park and one game suspension
- 3) Ejection from the park and suspension for the remainder of the season

Threatening gesture and/or language directed toward a player, coach, umpire, official or spectator:

- 1) Ejection from the park
- 2) Ejection from the park and one game suspension
- 3) Ejection from the park and suspension for the remainder of the season

Striking or bodily assault of any player, coach, umpire, official or spectator:

- 1) Ejection from the park, notification to Police and suspension for the remainder of the season
- 2) Lifetime suspension and notification to Police

Ejection from a game or practice for any reason other than stated above:

- 1) Ejection from the park
- 2) Ejection from the park and one game suspension
- 3) Ejection from the park and suspension for the remainder of the season

Use of alcohol, illegal substances or obvious impairment within the complex during games, practices or league events where players are present:

- 1) Ejection from the park
- 2) Ejection from the park and one game suspension
- 3) Ejection from the park and suspension for the remainder of the season

### **3.05b Players**

Profane, foul or abusive language directed toward a player, coach, umpire, official or spectator:

- 1) Ejection from the game and one game suspension
- 2) Ejection from the game and three game suspension
- 3) Ejection from the game and suspension for the remainder of the season

Threatening gesture and/or language directed toward a player, coach, umpire, official or spectator:

- 1) Ejection from the game and one game suspension
- 2) Ejection from the game and three game suspension
- 3) Ejection from the game and suspension for the remainder of the season

Striking or bodily assault of any player, coach, umpire, official or spectator:

- 1) Ejection from the game and two game suspension
- 2) Ejection from the game and five game suspension
- 3) Ejection from the game and suspension for the remainder of the season

Unsportsmanlike behavior; examples are as follows, but not limited to: throwing any equipment or throwing dirt.

- 1) If not ejected by the umpire during the game, suspension from the next game.
- 2) Continued abuses will be referred to the CRCLL Board of Directors for review and discipline.
- 3) Note: As outlined in the Little League rules and regulations if the Umpire ejects the player from the game, they are automatically suspended for the next game as well.



Ejection from a game or practice for any reason other than stated above:

- 1) Ejection from the game and one game suspension
- 2) Ejection from the game and three game suspension
- 3) Ejection from the game and suspension for the remainder of the season

### **3.05c Coaches, Umpires and Officials**

Interference with the conduct of the game resulting in stoppage of play\*:

- 1) Ejection from the park
- 2) Ejection from the park and one game suspension
- 3) Ejection from the park and suspension for the remainder of the season

**\*Note: This penalty can be appealed by the coach, umpire or official.**

Profane, foul or abusive language directed toward a player, coach, umpire, official or spectator:

- 1) Ejection from the park and one game suspension
- 2) Ejection from the park and three game suspension
- 3) Ejection from the park and suspension for the remainder of the season

Allowing or encouraging profane, foul or abusive language directed toward a player, coach, umpire, official or spectator:

- 1) Ejection from the park and one game suspension
- 2) Ejection from the park and three game suspension
- 3) Ejection from the park and suspension for the remainder of the season

Threatening gesture and/or language directed toward a player, coach, umpire, official or spectator:

- 1) Ejection from the park and two game suspension
- 2) Ejection from the park and five game suspension
- 3) Ejection from the park and suspension for the remainder of the season

Striking or bodily assault of any player, coach, umpire, official or spectator:

- 1) Ejection from the park, notification to Police and one-year suspension
- 2) Lifetime suspension and notification to Police

Knowingly allowing a player to participate while having a serious injury or creating unsafe playing conditions:

- 1) Indefinite suspension

Use of alcohol or other illegal substances within the complex during games, practices or league events where players are present:

- 1) Two game suspension
- 2) Full season suspension
- 3) Lifetime suspension

Ejection from a game or practice for any reason other than stated above:

- 1) Ejection from the game
- 2) Ejection from the park and three game suspension
- 3) Ejection from the park and suspension for the remainder of the season

## Article IV – Financial Policies

- 4.01 Audit Committee** - The Board of Directors shall appoint an Audit committee consisting of not less than three and not more than five members. The Treasurer shall be an ex-officio member of the committee. They will review and audit the league financial records and provide a report to the Board of Directors during the September Board Meeting.
- 4.02 Scholarships** - Families that are receiving a scholarship from the league for their registration fees should commit to volunteering at the park. This will be by volunteering for concession stand shifts and assisting with other volunteering opportunities. Financial assistance is available on an as needed basis.
- 4.03 Multiple Sibling Registration Discount** - When a family registers three or more players, the league will charge for the two most expensive player's registration fees, and then each additional player will be at half off of the standard cost.
- 4.04 Fundraiser Fees** - All donations collected from fundraisers and sponsorships are non-refundable.
- 4.05 Registration Fee Refund Policy** - Registration fees are a donation toward the operation of CRCLL. In order to receive a refund of the registration fee, the parent/guardian of a player must submit a letter to the Board of Directors requesting a refund and stating the reason why the player is resigning. No refunds will be processed without this letter. The amount of the refund will be based the following schedule:

- 100% Refund – Prior to the beginning of the regular playing season and before a uniform has been ordered
- 50% Refund – After the uniform has been ordered and prior to the beginning of the regular season
- No Refund – Once the regular season games have begun, no refunds will be issued.

## **Article V – Division League Age and Draft Guidelines**

**5.01** It is the duty of the board of directors to ensure integrity in each division of play, so that during the regular season, talent is as evenly distributed across all of the teams as possible, and that the players are playing in the division appropriate to their age and skill level. Parity of play during the regular season is paramount to our overall success as a league in fulfilling our mandate. These responsibilities rest on the commitment to adhering to sound policies of all parties involved in the decision making processes.

**5.02 League Age Guidelines** Each division will be structured with the following league age guidelines. Age listed is defined as the player’s “League Age” based on Little League guidelines.

- Learn to Play 3-4
- Tee Ball 4\*-5-6
- A 6\*\*-7-8
- AA 9-10
- AAA 10-11
- Majors 11-12\*\*\*

\* 4 year olds may only play Tee Ball with one year of prior Little League Learn to Play experience

\*\* 6 year olds may only play Single A with one year of Little League Tee Ball experience. This is a Little League Rule

\*\*\* 12 year olds must play majors unless a waiver from Little League has been granted, per Little League Rules

**5.03 Majors and Minors Evaluations** - All players, including returning Majors players, will attend the evaluations scheduled for their league age, in order to determine the skill level of each player relative to his or her own “League Age” peer group – in other words, 8 year olds are strictly evaluated against other 8 year olds, 11 year olds against other 11 year olds, etc. No exceptions will be allowed to enable a player to attend a higher level evaluation for the purpose of advancing to that level.

CRCLL recognizes that not every child’s “league age” is the only factor in determining the division of play best suited to them. In some of these cases, after evaluations, it may be necessary for the Player Agent to make a decision for that child to move up or down to a division of play that they otherwise would not qualify for, due to player safety considerations. This rule is intended to be used on a **very** limited basis.

Independent evaluators are to be in attendance at evaluations for every age level of the Majors and Minors age groups. These independent evaluators must be people with sufficient experience in coaching youth athletics to ensure that the data they provide our league has real value. In order to ensure their independence, these evaluators must not have any child or relative in the age group they are evaluating, and they also must not be managing or coaching a team in a division where a player from that age group may be drafted.

Managers from all divisions are to be invited to all evaluation settings to give them opportunity to evaluate players for their own purposes.

**5.04 Majors and Minors Draft Pools** - Prior to all drafts, the Player Agent will prepare the list of qualified candidates based on each division's league age requirements and ability. The data provided by the independent evaluators will be used as a guide in determining the pool of players, but the Player Agent will use his or her own judgment to determine the pool of players. The number of qualified candidates will have a direct relationship to the number of available roster spots. All qualified candidates must be drafted. If it is deemed that there are not enough clearly qualified players for the number of roster spots, a second list may be needed to include "bubble" players. The "bubble" players list will be comprised of more candidates than available roster spots. In all divisions, if there are not enough clearly "qualified candidates", the Player Agent may pull up a player from a lower age group and insert them into the pool of qualified candidates (see above and below for proper procedures).

**5.05 Minors Draft Rules Overview** - All Minors divisions (A through AAA) will follow a similar draft process. The draft process will be designed to attempt to evenly distribute the talent amongst all teams. As managers progress upwards through our divisions, they will gain more and more freedom in their choice of picks, preparing them for the draft process in the Majors division. It is important in the Minors divisions that accommodations are made so that qualified assistant coaches are available to each team. A manager, with player agent and league director approval, may "redshirt" one assistant coach's child in the draft. Any misuse of this privilege will not be tolerated. No manager can be guaranteed placement of more than two players on his or her team (barring that manager having more than two of their own children in that division). In other words, if a manager has two children of his or her own in that division, they may not also "redshirt" an assistant coach's child.

Information gathered from a group of independent evaluators at each evaluation will be compiled to determine a player draft order for each individual age group. This "player draft order" will essentially rank each player numerically in their respective age group. If deemed necessary, the evaluation information gathered from managers can be used in conjunction with the independent evaluators. All managers' children, and "redshirt" players must be drafted in the round that they have been evaluated to be drafted in by the Player Agent. The Player Agent and the League Director will have the power to manipulate the draft order or any other necessary action, including starting over the entire draft if necessary, at any time during the draft to maintain balance for all teams.

If a player has been made eligible through the proper process to be drafted in a division that they otherwise would not have qualified for, due to their age, the Player Agent will treat them as if they were the same age as the next closest age group in the new division. At the Player Agent’s discretion, that player will be inserted into the draft order of that age group in an equitable position.

The team draft order will be determined by a random method immediately preceding the draft by the Player Agent or League Director.

The senior age group for each draft will be selected in its entirety before the next age group is drafted.

The “S” or “snake” method will be used until an even round cannot be completed in its entirety for a particular age group. Before starting this partial even round and after the completion of the previous odd round, the adjustment will be made to skip the necessary number of teams so that the team with the overall first pick in the current age group will receive the last pick of the final round for that age group. For example, if there was a draft of five teams, and there are 17 players available in any given age group, the draft order would look like this:

	<b>Team 1</b>		<b>Team 2</b>		<b>Team 3</b>		<b>Team 4</b>		<b>Team 5</b>
<b>Round 1</b>	<b>1</b>	→	<b>2</b>	→	<b>3</b>	→	<b>4</b>	→	<b>5</b>
<b>Round 2</b>	<b>10</b>		<b>9</b>		<b>8</b>		<b>7</b>		<b>6↔</b>
<b>Round 3</b>	↔ <b>11</b>		<b>12</b>		<b>13</b>		<b>14</b>		<b>15</b>
<b>Round 4</b>	<b>17</b>		<b>16</b>		<b>X</b>		<b>X</b>		<b>X↔</b>

When all players of an age group have been selected to a team, the draft order will reverse. The team that selected last in the first round of the previous age group will now have first choice for the next age group. The same “S” or “snake” rules will apply. A team will be done drafting once they have selected the predetermined maximum number of players, or until all players from the list have been exhausted. From time to time a manager may have a conflict with an eligible player or their family. Each Manager is allowed to identify one player before the draft starts that they will not be forced to draft.

Immediately following the draft, managers are allowed to make trades. These trades must be equitable and approved by the Player Agent, and may not conflict with LL rules. Once the draft officially concludes, no trades are allowed.

**5.06 Majors Draft Rules** – the Majors draft will be held in strict accordance with the Little League Operating Manual. The draft method will be (from the Little League Operating Manual) found under “Methods for Existing Leagues,” then “Plan B.” This method re-drafts teams in full every year. We also prefer to utilize the “Alternate Method for Plan B,” which allows non-returning Majors players to be drafted at any time, although all returning Majors players and all 12 year olds must be drafted onto Majors teams prior to the end of the draft. Refer to the Little League Operating Manual for complete details. Managers will not be able to “redshirt” any players other than their own children for the draft. No “Gentleman’s Agreements” or any manipulation of player placement to certain teams will be tolerated under any circumstance.

**5.07 AAA Draft Rules** - Managers will be required to participate in the selection of players at the draft. The independent evaluator data is to be provided to each manager at least twenty-four hours in advance of the draft for their review. The “player draft order” will be used to determine which rounds the manager’s children and any “redshirt” players are to be selected. League officials and team managers will use the “player draft order” as a guideline when drafting. The draft will proceed in accordance with rules outlined in the Minors draft overview section.

**5.08 AA Draft Rules** - Managers will be required to participate in the selection of players at the draft. The independent evaluator data is to be provided to each manager at least twenty-four hours in advance of the draft for their review. The “player draft order” will be used to determine what round every player must be drafted in. This includes the manager’s children and any “redshirt” players – these players are the managers’ pick for the round they fall into. The draft will proceed in accordance with rules outlined in the Minors draft overview section.

For example, if there are four AA teams, then the top four players from the Player Agent’s “player draft order” must be picked in the first round of the draft, the next four in the second round, and so on. As a result, the manager with the first pick of each round (assuming there aren’t any “redshirt” players in the round) would have the choice of the four players in that round, the second pick would be from the remaining three, the third pick from the remaining two, and the last pick of the round would take last remaining player for the round.

**5.09 A Draft Rules** – Managers are encouraged to, but not required to, participate in the selection of players at the draft. The independent evaluator data is not to be provided to the managers prior to the draft, but it is to be made available to the managers at the draft. The “player draft order” will be used to determine the draft order. This includes the manager’s children and any “redshirt” players – these players are the managers’ pick for the round they fall into. The draft will proceed in accordance with rules outlined in the Minors draft overview section.

## **Article VI – Local Playing Rules**

**6.01 Tee Ball Division Playing Rules** - The Single A level of Little League baseball is set up to develop players ranging in ages from four to six – four-year olds are only allowed to play in the Tee Ball Division with one year of Little League Learn to Play experience. It is intended to help the players gain early experience with the game of baseball. The games are not intended to be competitive, but it is the first experience with outs and runs, and helps prepare them for the A Division. The development of the children is directly dependent on how the coaches and parents participate with their involvement in practices and games. Encouragement and good sportsmanship from all is expected. The following are rules to follow by, in games played at the Tee Ball Division in Coon Rapids Cardinal Little League in coordination with the Little League Rulebook, Minors Division rules:

**Pre-game set-up and general information:**

- 1) Umpires: the team at batting team provides a coach to act as the home plate umpire, and the fielding team provides a coach, or coaches, to act as base umpire(s). This allows the base umpires to help guide their defensive players while making the call for any outs that may be recorded, and the home plate umpire to help the batters in getting set up properly.
- 2) Games will be no more than 4 innings or 1 1/2 hours long. The game will always end with the bottom of an inning, regardless of the score. If an inning prior to the 4<sup>th</sup> inning should be the last inning due to time limit, it should be declared before the inning starts, as a mutual decision between the managers of the two teams.
- 3) Batters, base runners, and catchers must wear helmets at all times when on the field of play.



- 4) Prior to the start of the game, coaches will have a complete lineup of batting order and fielding positions for all four innings of the game for the opposing coach to be able to follow if requested.
- 5) An arc should be drawn between the third and first base lines, a 10' radius centered on the back point of home plate (any ball not hit outside this arc in fair play is considered a foul ball).

### **Gameplay: Batting / Offense**

- 1) Batters will get as many swings as they need to make contact and bat a fair ball.
- 2) The ball must clear the 10' foul circle to be considered a fair ball. This is a judgment call for the home plate umpire and should be made right away.
- 3) Starting on and after June 1<sup>st</sup> of the season, if the batter throws the bat more than 10 feet from their batting position they will get one warning – if it happens a second time at any point during the game, the batter is to be called out, and the play is dead.
- 4) Continuous batting order. The inning will end after the defense gets 3 outs, or the batting team scores 5 runs. The next batter in the order will be first to bat in the next inning. No more than 5 runs per inning, regardless of the inning of play.
  - a. During the month of May, if both coaches agree before the game, each inning, all players in the batting order may bat one time, regardless of the number of runs scored or the number of outs recorded.
- 5) Runners may only advance 1 base on infield hits, batted ball touched by an infield position player, or hits that stay in front of the outfielder.
- 6) There will be no extra bases on over throws.
- 7) Players may advance 1 extra base is if the ball is hit past the outfielders.
- 8) If a ball is hit to the outfield, once the ball is thrown in and crosses from the outfield grass to the infield dirt, time will be called. If the runner is not over halfway to the next base, they will return to the previous base with no penalty.
- 9) If a runner is thrown out attempting to advance beyond what is allowed per these rules, the out will count.

### **Gameplay: Fielding/defense**

- 1) No player may sit out more than 1 inning per game.
- 2) Up to 11 players can play at the same time defensively in the field (1 pitcher, 1 catcher, the rest can line up in the infield or outfield).
- 3) Players must alternate every inning from infield to outfield, assuming that you have enough to do so. If not, a player must play at least one inning in an outfield position by the 3rd inning.

- 4) Catcher is considered an outfield position.
- 5) Pitcher and 1<sup>st</sup> base are a linked position. A player may only play one of these positions once per game (in other words, if a player has played one inning at the pitcher position, he or she is ineligible to play pitcher or 1<sup>st</sup> base for the remainder of the game).
- 6) The pitcher must have his or her foot on the pitching rubber and pretend to throw a pitch before the batter can hit. The throwing motion is more of an option during May, but by June 1<sup>st</sup>, this should happen on a consistent basis.
- 7) Pitchers must throw the ball to get an out. They may not run to a base for a force out. If a pitcher does this, the runner will be considered safe. Normal plays on the baselines (fielding a ball and tagging the runner in the baseline) should be allowed.
- 8) Outfielders must throw the ball to an infielder to get an out.
- 9) Tag outs conducted by infielders near their normal playing position are allowed.
- 10) Coaches are allowed in the outfield to help position and guide/teach the players.
- 11) THERE SHOULD BE A VERY HEAVY EMPHASIS ON THE FIELDERS THROWING THE BALL TO FIRST BASE...EVERYTIME. Though this may not produce any outs for the first month of games, the outs will come and our players will develop.

**6.02 A Division Playing Rules** - The Single A level of Little League baseball is set up to develop players ranging in ages from 6 to 8. 6 year olds are only allowed to play in the A Division with one year of Little League Tee Ball experience. It is intended to help the players understand the game and how it is played, and helps develop them for the AA Division. The development of the children is directly dependent on how the coaches and parents participate with their involvement in practices and games. Encouragement and good sportsmanship from all is expected. The following are rules to follow by, in games played at the single A Division Level in Coon Rapids Cardinal Little League in coordination with the Little League Rulebook:

#### **Pre-Game Setup and General Information**

- 1) The home team sits on the 3rd base bench, the visiting team will sit on the 1st base bench
- 2) Games will be no more than 6 innings or 2 hours long. Game clock starts when the first pitch is thrown.
- 3) Last inning declaration by the umpire should happen before an inning starts. Games should be played to the time limit to emphasize getting as much baseball in as possible.
- 4) Cancellations due to weather will be made up if at all possible

- 5) Batters, base runners, and catchers must wear helmets at all times on the field of play.
- 6) Prior to the start of the game, coaches will have a complete lineup of batting order and fielding positions for the entire six inning game for the opposing coach to be able to follow, and should be exchanged prior to the start of the game. Coaches should figure out a rotation game by game to give each player a chance at learn every position.
- 7) Base coaches should not converse with umpires during plays.
- 8) Absolutely no umpire calls are to be challenged, argued or disputed, by coaches, players or spectators (if there is a question about a call, wait to speak with the umpire until after the inning is over, and do so quietly and politely).

### **Gameplay: Batting / Offense**

- 1) If the batter throws the bat more than 10 feet from their batting position, they will get 1 warning. If it happens a second time during the course of the game, the batter will be called out, and the play is dead.
- 2) Continuous batting order. The inning will end after the defense gets 3 outs, or the batting team scores 5 runs. The next batter in the order will be first to bat in the next inning. No more than 5 runs per inning. The only exception is the 6<sup>th</sup> inning, which can be unlimited runs (note that this rule is **NOT** the last inning, only the 6<sup>th</sup> inning – if the game is shortened for any reason to less than 6 innings, then the last inning will still have a 5-run maximum for each team.
- 3) There will be no extra bases on over throws. This includes throws from the outfield and throws that go past the first baseman.
- 4) If a ball is hit to the outfield, once the ball is thrown in and crosses from the outfield grass to the infield dirt, time will be called. If any runner is not more than halfway to the next base, they will return to the previous base with no further penalty.
- 5) If a runner is thrown out attempting to advance beyond what is allowed per these rules, the out will count.
- 6) Any ball that contacts the pitching machine is a dead ball and the batter gets a single. Only runners that are forced to advance will be allowed to advance one base.
- 7) Batting team should have 2 adult base coaches, one in the first base coaches' box and one in the third base coaches' box. No other coaches from the batting team are allowed on the field of play.

### **Gameplay: Fielding / Defense**

- 1) No player may sit out more than 1 inning per game as rosters allow.

- 2) Up to ten players may play defensively in the field (4 outfield, 4 infield, 1 pitcher, 1 catcher). If the defensive team is short players, it may borrow players from the other team for defense only.
- 3) The pitcher must stand to the side of the pitching machine, in line with the coach operating the machine for safety reasons.
- 4) Players cannot make plays in the pitching machine circle any attempt to do so will result in a hit for the runner and a dead ball (player safety issues)
- 5) Force outs can be made by any infield players at any base (including pitcher) – while we are allowing any infield player make a force out, players should not be leaving their position to do so. Coaches should teach the players to attempt to make the throw to the next closest base to make the out, to help teach the players the correct baseball play.
- 6) Outfielders must throw the ball to an infielder to get an out. Tag outs and force outs are not allowed by outfielders. If an outfielder does this the runner will be considered safe. This is to promote the outfielder to make a throw for an out at a base.
- 7) Outfielders should be standing at a minimum distance of 4 feet behind the infield dirt. Coaches can choose to move back further, but not closer.
- 8) Fielding team should have 1-2 coaches in the outfield to keep players safe and on task.

### **Playoffs**

Playoff rules will be the same as in season unless an appropriate change is deemed beneficial by the league director, any rule changes will be communicated prior to the first day of the playoffs.

**6.03 AA Division Playing Rules** - The AA division of CRCLL baseball is designed to continue the development of players. The players range in age from 9 to 10 years of age. This level of play will help the players gain a better understanding of the game and continue in their development of the fundamentals of baseball so that they can advance to the AAA Division in the league. Encouragement and good sportsmanship from all is expected. The following rules are set in place to work in conjunction with the Little League Official Regulations and Rule Book.

- 1) Maximum number of runs per inning, for innings one through five: Five (5).
- 2) Unlimited runs in sixth inning only.

**Note: If game is called in less than six innings, then there is no inning with unlimited runs. For example, if a game only goes four innings, the fourth inning is still 5 runs maximum per team.**

- 3) There will be a 90 second time limit between innings or Eight (8) warm up pitches by the pitcher, which occurs first.
- 4) A coach may not warm up the pitcher between innings. A player on the bench may warm up the pitcher in the catcher's box provided they have a catcher's mask on. This is a Little League rule, not a CRCLL rule.
- 5) Teams will bat the entire lineup each game (continuous batting order).
- 6) All teams must complete a Pitch Count Log Book during each game. Any omissions must be must be discussed with the Umpire prior to the Umpire leaving the field.
- 7) Home team shall use the third base dugout.
- 8) One manager and two coaches maximum per team may be in the dugout.
- 9) Each team will have batting cage access for 30 minutes before each game. Home team shall have access 60 minutes prior to the game ending at the 30-minute mark before the game and visitors shall have access 30 minutes prior to the game.
- 10) Mandatory playing time. Each team shall provide mandatory playing time above and beyond that stated in the Little League Official Rules and Regulations. To promote additional opportunities to players, all players will be required to play 9 defensive outs. If a game concludes in fewer than six innings due to the 10 run rule, any player not receiving the mandatory playing time will be required to "make up" the lost mandatory playing time during the next game **and** then be given the mandatory playing time for the current game. Example (If a player only receives 6 defensive outs in a game, they will be required to play 12 defensive outs [3+9] before they are substituted in the next game).
- 11) Base Running
  - a. Players may advance only one base an overthrow on a ball in play. If there is a play on the runner as they attempt to advance on the overthrow, the player may not advance another base, even if there is another overthrow.
  - b. Only one base is allowed at a time on a steal, no matter whether the steal takes place on a passed ball or not – in other words, no extra base may be taken after a steal attempt on an errant throw by the catcher or misplayed ball by a fielder on a steal attempt (we are encouraging catchers to get used to throwing the ball to base – this rule removes the fear of making bad throws).
  - c. Stealing of any base, including home, is not allowed on an overthrow from the catcher back to the pitcher.
  - d. Stealing of home plate will be limited to only one run per inning. A steal of home is defined as any time a run crosses the plate without the ball being put in play by hit or by walk. In other words, whether the run is

scored on a passed ball or on a straight steal, this is only allowed once per inning. **Any runner improperly running the bases contrary to the rules who is tagged out by the defense will be out. Runners always advance at their own risk, and we will reward the defense for making a “baseball” play.**

**6.04 AAA Playing Rules** - These game rules are established to enhance the development of all players and as coaches you should use the games as an opportunity to help all players develop.

#### **General Rules** □

1) The league will provide umpires.

Note: If for some reason there is a no show for umpire, the managers from both teams will select the 2 most qualified people from those available to umpire, and agree to each other’s selection. The Home team will be responsible for selecting the home plate umpire.

2) The home team uses the third base dugout. The visiting team uses the first base dugout.

3) The home team returns the bases and visitor team returns the water jugs to the concession stand after the last game of the day.

4) The winning team must enter the scores for both teams to the system. All coaches will be required to keep a minimum of a 4-day log of all pitch counts.

#### **Game Time/Limits**

1) Each game will be a minimum of 4 innings and a maximum of 6 innings. If time permits, a 7th inning may be played to break a tie game.

2) A 10 run rule applies after four innings. If the home team is winning by 10 runs after 3.5 innings, the bottom of the fourth inning will not be played.

3) There is a 2-hour time limit per game. No new inning will start after 1 hour and 50 minutes into a game.

#### **Game Play Rules**

1) Little League does not allow an on-deck circle. Batters are not allowed to have a bat until they are up to bat.

2) Little League does not allow adults/coaches to catch pitchers in warm ups between innings and in practice.

3) Players are to wear their uniform shirt tucked into their pants and wear hats when on the field.

#### **Hitting and Fielding**

- 1) Consecutive batting - all players will bat and will continue to bat in that order for the entire game.
- 2) Each player must play a minimum of 6 outs in the field. This applies whether the game is 6 full innings or ends sooner due to time or the 10 run rule.
- 3) 5 runs or 3 outs constitute a half inning. Only the 6th inning, and beyond, will be unlimited runs scored, if time permits.
- 4) The infield fly rule does apply.

**Pitching** – All rules from the Little League Rule Book that apply to pitching will be followed.

**Inter League** – Share these rules when visiting other non CRCLL parks and any discrepancies please use the visiting parks rules.

#### **6.05 Majors Rules**

- 1) CRCLL will use continuous batting order.
- 2) Players must be rotated in the field, and never sit more than 2 innings in a row, unless for disciplinary reasons – this must be disclosed to the umpire and opposing manager
- 3) Winning manager enters game score onto league website
- 4) No inning may start after one hour and fifty minutes from the game start. Regular season games can end in a tie
- 5) Pitch count logs must be kept for all in league and interleague games. The opposing manager must sign your log after each game. Logs must be brought to every game, with a minimum of four days' history.
- 6) League standings will be based on in-league games only. Interleague games will not count towards standings.
- 7) All other rules are found in the Little League rule book.

**6.06 Game Start / Stop Times** – In order to adhere to the Coon Rapids policy on field lighting, the below game start/stop times have been implemented. These rules are in accordance with the Little League Official Regulations and Rule Book.

**Sunday through Thursday Nights:**

6:00 PM Game - No new inning shall start 10 minutes prior to the next game (if there is an 8:00 PM game scheduled). The time of the 3rd out in the bottom of the last inning completed, will determine whether another inning shall start.

8:00 PM Game – No new inning shall start at or beyond 9:50 PM. The time of the 3<sup>rd</sup> out in the bottom of the last inning completed, will determine whether another inning shall start.

**Friday or Saturday Nights**

6:00 PM Game – No new inning shall start 10 minutes prior to the next game (if there is an 8:00 PM game scheduled). The time of the 3<sup>rd</sup> out in the bottom of the last inning completed, will determine whether another inning shall start.

8:00 PM Game – No new inning shall start at or beyond 10:01 PM. The time of the 3<sup>rd</sup> out in the bottom of the last inning completed, will determine whether another inning shall start.

All Coaches and Umpires Please must try to keep all games on schedule, making sure that the players hustle on and off the field. Umpires must keep warm up pitches at 8 pitches, or no more than 1 minute.

Games played on the weekend (Saturday or Sunday) will be allowed to play the full allotted time if games prior to your game are delayed in finishing, due to late start. Games will be allotted 1 hour and 50 minutes for completion, based on the actual start time (the Umpire is the official timekeeper).

**6.07 Lightning Safety Procedures** – The following procedure will be set in place when there is lightning in the area. Coon Rapids Cardinal Little League has a lightning meter in the concessions stand. The meter measures the distance to lightning in the area and indicates whether it is moving towards or away from the CRCLL fields. The Director on Duty or the Concessions Director will monitor the meter and inform the head umpire (the plate umpire on Field #1) when lightning is approaching.

Fields will be cleared when the meter indicates lightning is 8 miles away or closer. The head umpire, Director on Duty or the Concessions Director will use an air horn to signal when fields should be cleared. Lightning will be monitored from the concession stand and when it has moved away from the area, play will be resumed. If conditions continue to be dangerous, games will be cancelled and everyone will leave CRCLL.

**One blast of the air horn: Games Suspended**



All players, coaches and fans must evacuate the fields, dugouts, bleachers and shelter and take cover in their vehicles. Coaches should ensure that all players are safely in a vehicle. Everyone is to remain at CRCLL in their vehicles until the all-clear or games cancelled signal is given. No one remains in the dugouts.

**Two blasts of the air horn: All Clear**

Everyone may return to the fields and play will resume.

**Three blasts of the air horn: Games Cancelled**

Everyone is to leave CRCLL park. Managers should confirm that all players have a safe ride home. Games will be rescheduled for a later date.

**6.08 Home / Visitor Team Responsibilities**

The Home and Visiting teams shall have the following responsibilities:

**Home Team:**

- Keep official scorebook
- If CRCLL is hosting a team from another league, supply a person to run the scoreboard
- Prep field prior to the game (drag if necessary)
- Prep and drag after game
- Drag and rake field if the game was final game on the field for the day
- Remove and secure bases if game was the final game on the field for the day

**Visiting Team:**

- If the game is between two CRCLL teams, the visiting team supplies a person to run the scoreboard

**Article XII – CRCLL Park Complex Rules**

**7.01 Tobacco Use** – To provide our players and spectators a healthy environment to enjoy baseball, tobacco products are not allowed anywhere within the CRCLL complex,

including the parking areas. This includes but is not limited to, cigarettes, cigars, pipes and chewing tobacco. Anyone using tobacco products within the complex will be asked to either stop the tobacco use or leave the complex.

**7.02 No Pet Policy** – In order to provide a safe and sanitary environment for our players and visitors to our park, CRCLL has adopted a No Pet policy. Pets are not allowed anywhere within the CRCLL complex. This policy includes all types of pets. Anyone bringing a pet into the complex will be asked to remove the pet from the premises.

**7.03 Outside Food and Drinks** - The CRCLL concession stand is a primary fundraising vehicle for CRCLL. In order to maximize the financial stability of CRCLL, no outside food or coolers are permitted within the CRCLL complex. Players and coaches are allowed to bring beverages to the field for their games.