



By-Laws/Local Rules

Reviewed and Adopted
5/11/21

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I. LEAGUE BOUNDARIES

- A. As defined by master map in league files and approved by District Administrator and surrounding league presidents on an annual basis.

II. PRODUCTION

- A. Each manager will be given a copy of CSLL Local Rules and Little League playing rules and regulations before the first practice.
- B. Each Team Parent will be given all information within his/her purview provided herein prior to the beginning of the season.

III. PLAYING RULES

- A. All Little League play will be conducted in accordance with the Little League rule book (aka “The Green Book”) except for any adjustments as provided herein.
- B. All adults will read and sign the CSLL Code of Conduct.
- C. All violations of the rules and CSLL Code of Conduct shall be handled immediately according to Green Book and CSLL local policies and procedures. Any player(s) or adult(s) in violation will be subject to disciplinary action (See Conflict Resolution Policy).

IV. PRACTICES

- A. CSLL Teams shall not have more than 3 official events per week during the “Regular Season”.
 - 1. “Regular Season” play is defined as first day of practice to the end of the regular season. Local Little Leagues have no control of the TOC schedule.
- B. Teams participating in All Star play may practice at the discretion of the team manager as overseen by the Executive Board. Any additional practices, outside the scope of Regular season weekly events, shall be voluntary. No Manager or Coach may penalize a player for missing “voluntary” practices.
- C. Sunday shall be the first day of the week.

V. PLAYER ASSSIGNMENTS

- A. Major division draft will be conducted according to Alternate Method for Plan B outlined in the Little League Operations Manual, using a serpentine draft order (last team to pick in any given round is first to pick in next round). The draft order will be determined by blind draw every year. Players must attend evaluations to be eligible for the Major draft.
- B. AAA division teams will be drafted according to same rules used for Majors division teams. AAA draft will be conducted after the Majors draft is completed. Players must attend evaluations to be eligible for the AAA draft.

- C. AA and A divisions will be assigned based upon evaluation scores and judgment of the Team Assignment Committee. The Division Coordinator will chair the Committee, which should include the Player Agent and Managers familiar with the players entering the division. Special requests by parents may be considered by the Committee, but should not take precedence over achieving competitive parity in the divisions. AA assignments are to be completed after AAA draft and prior to A assignments. All players who wish to play in any division above Tee Ball are encouraged to attend evaluations – this is best way to select balanced teams.

VI. OFFICIAL SCOREKEEPERS

- A. The home team will provide official scorekeepers for the AA, AAA, and Majors levels. The visiting team will provide an official pitch count recorder to keep record of the pitch count and operate the scoreboard (on those fields with scoreboards). It is the manager's (or his/her delegate's) responsibility to provide the scorekeeper and pitch count recorder. All scorekeepers should attend the Scorekeeper's Clinic put on by the League. They are to assist the umpires and not to assist the manager in any way. The official scorekeeper and pitch count recorder are to remain impartial at all times and are not to direct any comments toward the field of play either during the game or between innings. The official scorekeeper and pitch count recorder will be positioned in the scorekeeper's booth behind the backstop. They should not be a spectator in the stands. The official scorebook must remain in the score booth of the game it was played. If managers or coaches want copies of the game scorebooks then they may do so, however the books must be kept stored in the score booth.
- B. The official pitch count recorder is required to record the official pitch count and to complete and sign two pitch log forms (one for each team playing in the game), present the pitch log forms to both managers immediately after the game for review and signature, and file the pitch log forms in the appropriate sections of the AA, AAA and Majors log book at the end of the game.
 - 1. Both Managers should confirm the accuracy of the pitch logs by signing them at the end of each game. First failure to complete the pitch log will result in a warning. Additional failures to complete the pitch log will result in a team Manager game suspension. Continued violations will result in additional game suspensions or other board action. For games filed under protest, rule 4.19 must be followed explicitly.
- C. The SCORER is the official designee of the League and his/her decisions in entering the game record in the book must be recognized as essential to the LEAGUE.
- D. Basic reasons for having scorekeepers are to have an official record to:
 - 1. Ensure that every player has played his/her required amount of time [Regulation IV];
 - 2. Ensure that the pitching eligibility is observed properly (Regulation VI for Pitch count and Rest Requirements);

3. Record exact game situation in the event of a protested game;
4. Record exact game situation in the event of a suspended game;

5. Record the final score of the game, if the score is kept in that particular division of play;
6. Assist the umpire in providing a record of game proceedings.

VII. FACILITY RULES

- A. CSLL Teams will only practice at fields covered by our insurance policy. These fields will be listed on the season schedules.
- B. Major and AAA division teams may only use the “A/Tee Ball” field for infield practice when not in use by the Tee Ball and “A” divisions.
- C. Home team responsible for:
 1. Pre-game field prep
 2. Scorekeeper
 3. Post-game clean up
 4. Dug Outs Cleaned
 5. Surrounding public bleacher areas cleaned and picked up
- D. Visiting team responsible for:
 1. Pitch count recorder (unless official scorekeeper is capable and agrees to take over the task)
 2. Scoreboard
 3. Post-game clean up
 4. Dug Outs Cleaned
 5. Surrounding public bleacher areas cleaned and picked up
 6. If you have the last game of the day, all bases put away, scoreboards and other electrical turned off, and all buildings locked up.
 7. These responsibilities are monitored!
- E. Pre-Game Warm Up Time
 1. No hardball soft toss against the fence.
 2. Pre-Game Adult Supervision is mandatory.
 3. No batting practice in batting cages without L-Screen protection
 4. Batting Cages should be shared by all teams playing in the next game on the Major and Minor fields. Teams should rotate every 15 minutes to allow an opportunity for each team to prepare for their games.
- F. All Mountain School Elementary regulations within the facility use agreement shall be followed by all individuals involved in CSLL events. (See Parent Handbook).

VIII. BOARD OF DIRECTORS

- A. CSLL shall have the following Board of Director positions:
 1. President
 2. Vice President of Operations
 3. Vice President of Administration
 4. Secretary

5. Treasurer
6. Player Agent
7. Safety Officer

8. League Information Officer
9. Major Coaching/Division Coordinator
10. AAA Coaching/Division Coordinator
11. AA Coaching/Division Coordinator
12. A Coaching/Division Coordinator
13. T-Ball Coaching/Division Coordinator
14. Team Parent Coordinator
15. Volunteer Coordinator
16. Umpire Coordinator
17. Facilities Director
18. Scheduling Coordinator
19. Equipment Director
20. Concessions Manager
21. Sponsorship/Fundraising Manager

B. Voting

1. Only members of the Board of Directors may make motions and vote at meetings of the Board of Directors. Only members of the Executive Committee may make motions and vote on matters brought before the Executive Committee. Board members who are unable to attend a Board meeting may vote by proxy given to another Board member in attendance and confirmed by the Secretary. The Board of Directors may confer and vote electronically between meetings as they deem necessary.

C. Executive Committee.

1. The Executive Committee shall conduct closed meetings pertaining to the appointment of managers and coaches, selection of scholarship recipients, complaints and grievances received by the Board of Directors, suspension or termination of CSLL Members, and other matters requiring confidentiality.
 - a) The Executive Committee Members:
 - (1) President
 - (2) Vice President of Operations
 - (3) Vice President of Administration
 - (4) Secretary
 - (5) Treasurer
 - (6) Player Agent
 - (7) Safety Officer
 - (8) League Information Officer

D. Additional Positions.

1. The Executive Committee may appoint nominated Regular Members to the following positions. These positions are not Board of Director Positions and do not having voting rights.
 - a) Uniform Coordinator
 - b) Umpire in Chief (UIC)

- c) Patches/Pins & Trophies Coordinator
 - d) Yearbook Coordinator
 - e) Website Design Coordinator
 - f) Hit-A-Thon Coordinator
 - g) Movie Night Coordinator
- E. Vacancies in the Board of Directors shall be filled by majority vote of the Directors present at any Board of Directors meeting.
- F. Board members are expected to attend all board meetings. Absences from board meetings shall be approved by the President. Excessive absences from board meetings may allow a motion by the President to replace the absent member.

IX. CSLL TEE BALL DIVISION RULES

The Tee Ball Division of Capitola/Soquel Little League is a non-competitive learning level.

A. Ages

1. Children 4, 5, or 6 years old may play in Tee Ball. To be eligible as a 4 year old, the player must turn 4 on or before April 30. Those who turn 4 on or after May 1 are ineligible for play. Older children with special needs may play in Tee Ball if approved by the CSLL Board of Directors. Five year olds returning from Tee Ball as 4 year olds will again play in Tee Ball.

B. Local Rules

1. Games will last one hour (or approximately four innings).
2. There is no score keeping in Tee Ball. A coach for the hitting team will be positioned at the home plate area to facilitate the hitters and catchers and to ensure safe conditions.
3. Managers must provide base coaches to assist runners.
4. NO BATS outside the dugouts (except for the batter).
5. ONLY THE BATTER at the plate may handle a bat (i.e. no on deck warm ups or holding the bat in the dugouts)
6. Coaching Staff must maintain control of bats at all times to prevent injuries; kids cannot be “bat boys”
7. Batted ball must go further than the 15’ arc chalk line.
8. There are no outs in Tee Ball. All batters will hit. All runners will be safe on base.
9. All players will play the field each inning. Managers have the discretion of adding infield/outfield positions as needed in regards to the amount of players they have available.
10. No infielders will be forward of the pitcher’s position to avoid injuries.
11. All players will have at least two at bats each game.
12. Managers will agree before the game to either bat the entire line-up, or split the line-up in half; both teams should use the same method.
 - a) If line-up includes eight or more players:
 - (1) Managers may split their line-up in half. In four innings each player will have two at bats.
 - b) If line-up includes less than eight players:
 - (1) Managers will bat entire batting order each inning.

13. Managers will put forth the effort to ensure batters are ready to take the plate when their turn comes. Prepared batters two deep should have helmets on ready to go.
14. Managers will rotate batting orders throughout the season so that all players have opportunities to be the first and last batters up.
15. Base runners will normally advance one base at a time. If a batter hits the ball into the outfield the base coach may send the runner to second base if he/she chooses. Preceding runners will advance bases accordingly.
16. The “last batter” of the inning will be announced by the coach assisting at the tee. The last batter will advance around all bases to home plate to end the inning.
17. Coaching Staff can be in the field to assist players and provide encouragement.
18. Unless at the plate, all players must stay in the dugout when team is at bat.
19. No one other than the Coaching Staff and players shall be in the dugout.
20. Players having behavioral issues in the dugout are to be dealt with by the coaching staff. If the issue requires parental involvement the player will be removed from the dugout and sent to the parent and returned to play as soon as is appropriate.
21. Coach pitch is NOT permitted at the Tee Ball level.

X. CSLL A DIVISION RULES

The “A” Division of Capitola/Soquel Little League is a non-competitive learning level.

A. Ages

1. Qualified 6, 7, and 8 year olds. Qualified 7 & 8 year olds may move up to AA Division. To qualify for advanced placement players must have a minimum of 1 year of “A” experience or demonstrate his/her ability to move up to the next level in a tryout with other AA division players.

B. Local Rules

1. Time Limit of 1 hour and 45 minutes for games that have another game following, no inning will begin after 1 hour and 30 minutes.
2. Maximum of 4 coaching staff per team. A Manager, at least one dugout coach, on-field coaches, base coaches, pitch coach etc...
3. Coach pitch:
 - a) Coaches must pitch from within circle around pitching rubber and exit field of play after ball is put in play
 - b) Before the 5th Saturday of the season, coaches will have 5 pitches to produce contact by hitter. If the ball is not put in play after 5 pitches, then a tee should be used to finish the batter’s turn at the plate.
 - c) Beginning on the 5th Saturday of the season, the player will have 5 hittable pitches to make contact. If the player has not put the ball in fair play after 5 hittable pitches, he/she will be called out. A foul ball on the last pitch continues the at bat.
 - d) Pitching will be with overhand motion.
 - e) Silent Coach Rule: Coaches who are pitching should not coach from the

Managers and coaches shall provide a positive, respectful environment for the children at all times including players and spectators.

field and should have limited communication with their team while on the field during play.

4. Maximum of 5 runs per inning for each side including last inning.
5. There will be no base on balls.
6. Foul ball continues at-bat regardless of the number of pitches.
7. Each player shall play at least three defensive innings per game.
8. All players on roster will hit. (Continuous batting order.)
9. Maximum of 10 players on the field and the 10th is an outfielder.
10. NO stealing; including advancing on past balls.
11. Dead ball rule: (Stoppage of play): A play initiated by a batted ball is dead and no play may be made on any runner once an infielder has control of the baseball in either their glove or hand in the infield. If, in the judgment of the umpire the runner is past the mid-point between the bases, the runner is awarded the base, unless the throw is caught by the fielder on the base for which the runner is headed. If the runner did not reach the mid- point, the runner must return to the previous base. No play can be made on a runner returning to the previous base. The batter-runner in route to 1st base is excluded.
12. A batted ball which strikes the pitching coach is LIVE; the pitching coach is part of the field of play
13. There will be no infield fly rule.
14. Bunting will not be allowed.
15. The base coaches will function as umpires in the absence of official umpires.
16. Batted ball must go further than the 15' arc chalk line.
17. Approved Coaching Staff can be in the field to assist players and provide encouragement.
18. Unless at the plate, all players must stay in the dugout when team is at bat.
19. Players will not handle bats except when approaching home plate to bat.
20. Coaching Staff must maintain control of bats at all times to prevent injuries.
21. No one other than the Coaching Staff and players shall be in the dugout.
22. Players having behavioral issues in the dugout are to be dealt with by the coaching staff. If the issue requires parental involvement the player will be removed from the dugout and sent to the parent and returned to play as soon as is appropriate.

XI. CSLL AA DIVISION RULES

The AA Division of Capitola/Soquel Little League is a non-competitive learning level.

A. Ages

1. Qualified 7-11 year olds. Qualified players may move up to AAA Division. To qualify for advanced placement players must have a minimum of 1 year of AA experience or demonstrate their ability to move up to the next level in a tryout with other AAA division players.

B. Local Rules:

1. Time Limit of 2 hours for all games that have another game following on
Managers and coaches shall provide a positive, respectful environment for the children at all times including players and spectators.

- the same field. 2 hours 10 minutes for all games regardless of following game. No new inning will start after 1 hour and 45 minutes of game.
2. Maximum of 4 coaching staff on the field at one time: 2 base coaches, 1 dugout coach, and 1 coach on the mound for pitching. When a team is not at bat there should be a maximum of 3 coaches on the field (the dugout is considered “on the field”) at one time.
 3. Maximum of 10 players on the field and the 10th is an outfielder.
 4. All player will bat in a continuous batting order.
 5. Maximum of 5 runs per inning for each side including last inning.
 6. Official scorekeeper representatives from home and visiting team in score booth will maintain official book with official pitch count to be signed by both managers post-game.
 7. Pitching rules.
 - a) Kid pitch: If the count reaches 4 balls, the coach comes in to pitch up to 3 “hittable” pitches to the batter. The designated umpire will determine if the pitch is hittable. An “unhittable” pitch counts as a no pitch. A foul ball on the last pitch continues the at bat. Coaches pitch from in front of the mound inside the pitcher’s circle.
 - b) Coach pitch ends and pitching will be exclusively by players beginning the first Saturday of scheduled games after the CSLL observed spring break.
 - c) Silent Coach Rule: Coaches who are pitching should not coach from the field and should have limited communication with their team while on the field during play.
 - d) Strikeouts allowed and strikes are carried over when the coach comes in to pitch.
 - e) The maximum is 2 innings pitched per game and 4 innings per week. Pitch count and rest rules still apply.
 - f) 11 years old playing in this division will not be allowed to pitch.
 - g) If batter is hit by kid pitch she/he takes a base, not so when coach pitches.
 8. Rules on overthrown balls:
 - a) Batter running to first as a result of a batted ball may advance to second base on an overthrow at this his or her peril. If defensive players act to return overthrown ball to pitcher circle, batter may not advance past second base. However, if defense attempts to make a play on the runner, that runner may attempt to advance to third base at his or her own perils. Runner may not advance to home plate.
 - b) When batted ball is put in play, all base runners, with the exception of the of the batter who must follow the rule 7.1, may advance without limit at his or her own peril.
 - c) A base runner can only advance to home on a batted ball, base loaded, walk, or if bases are loaded and the batter is hit by a pitch.
 9. Bunting and stealing will be allowed beginning May 5th. No stealing home plate.
 - a) A base runner can only steal one base while same batter is up.

- b) Catcher overthrow to second base, runner CANNOT advance to third base.
- 10. Dead ball rule applies when pitcher has control of the ball and one foot inside pitcher's circle. If, in the judgment of the umpire the runner is past the mid- point between the bases, the runner is awarded the base. If the runner did not reach the mid-point, the runner must return to the previous base. No play can be made on a runner returning to the previous base. The batter- runner in route to 1st base is excluded.
- 11. Foul ball continues at-bat regardless of the number of pitches.
- 12. There will be no infield fly rule.
- 13. Unless at the plate or in the role of base coach, all players must stay in the dugout when team is at bat.
- 14. Players will not handle bats except when approaching home plate to bat.
- 15. Coaching Staff must maintain control of bats at all times to prevent injuries.
- 16. No one other than the Coaching Staff and players shall be in the dugout.
- 17. Players having behavioral issues in the dugout are to be dealt with by the coaching staff. If the issue requires parental involvement the player will be removed from the dugout and sent to the parent and returned to play as soon as is appropriate.
- 18. NO division playoffs will occur at this level.

XII. CSSL AAA DIVISION RULES

A. Ages

- 1. All qualified 8-11 year olds. Qualified 10 and 11 year olds may be drafted to the Major Division. To qualify for advanced placement 10 and 11 year olds must have minimum of 1 year of AAA experience or demonstrate their ability to move up to the next level in a tryout with other players that meet Major division eligibility requirements.
- 2. All players wishing to be eligible for consideration for the All-star team selection must attend tryouts.

B. Rules

- 1. CSSL AAA Division follows Little League International Green Book except where noted.

C. Local Rules

- 1. Time limit of 2 hours 10 minutes. No new inning will start after 1 hour and 45 minutes.
- 2. Maximum of 5 runs per inning for each side including last inning.
- 3. Official scorekeeper representatives from both teams in the score booth will maintain official book with official pitch count to be signed by both managers post-game.
- 4. All batters will bat in a continuous batting order
- 5. Unless at the plate, in the role of base coach, or bat retriever all players must stay in the dugout when team is at bat.
- 6. Players will not handle bats except when approaching home plate to bat or helmeted player retrieving bat from field of play.

7. Coaching Staff must maintain control of bats at all times to prevent injuries.
8. There will be a designated member of the coaching staff in charge of the dugout at all times to maintain discipline and order.
9. No one other than the Coaching Staff, volunteer approved parent, and players shall be in the dugout.
10. Players having behavioral issues in the dugout are to be dealt with by the coaching staff. If the issue requires parental involvement the player will be removed from the dugout and sent to the parent and returned to play as soon as is appropriate.
11. If the visiting team is ahead by 10 or more runs at the end of 4 innings or home team ahead by 10 or more runs after 3½ innings, the game is over (Little League Rule 4.10).
12. All AAA Division teams will be included in the playoff format.
13. Playoff game seeding will be determined by random selection.
14. The playoffs shall be decided by double elimination.
15. Player pool rules
 - a. All players are allow to sign up for player pool via of the Player Agent.
 - b. Players are only allowed to play in the division in which they are currently playing. Players are not allowed to play in divisions above or below.
 - b. Manager may request a player from the player pool. Player will randomly be drawn and assigned to that game only.
 - c. Managers cannot request certain player.
 - e. Player pool players will only be allowed to play under the minimum play rule and are not allowed to play entire game.

XIII. CSLL MAJOR DIVISION RULES

A. Ages

1. Qualified 10, 11, and 12 year olds. To qualify for advanced placement 10 year olds must have minimum of 1 year of AAA experience or demonstrate their ability to move up to the next level in a tryout with other 10 year olds that meet eligibility requirements.
2. All players wishing to be eligible for consideration for the All-star team selection must attend tryouts.

B. Rules:

1. CSLL Major Division follows Little League International Green Book.

C. Local Rules

1. If roster falls below 12 players, a player or players may be required to be picked up from AAA. Player Agent to make this determination.
 - a) If a player is lost for the season, the manager has 48 hours to notify the player agent to obtain an additional player or players.

- b) Manager is required to notify Player Agent when a player is absent from play for (10) days for any reason, this would include injury to the player during a CSLL event or outside of a CSLL event. Player Agent to determine what is a loss player.
 - c) Once player agent has contacted the parents/legal guardian for reason of "NO SHOW", the player agent will report to the Board of Directors
 - d) If Safety Officer becomes aware of an injury, Safety officer to inform Player agent within 24hrs.
 - e) Player Agent is to provide a list of a minimum of (3) names for the manager to choose from.
2. A major team shall have no more than 4 ten year olds on its roster and no more than (9) 12 year old players per team.
 3. NO player shall be brought up to a Major division team within 2 weeks of the team's last game.
 4. Official scorekeeper representative from home team in score booth will maintain official book with official pitch count to be signed by both managers post-game. This will also include the minimum play requirement sheet (MPR sheet)
 5. For the CSLL regular season, which does include the CSLL Playoffs, the Major division "WILL" use Little League Rule 4.10(e); If after four (4) innings (three and one-half inning if the home team is ahead) one team has the lead of ten runs or more the manager of the team with the least runs shall concede the victory to the opponent.
 6. Players will not handle bats except when approaching home plate to bat or helmeted player retrieving bat from field of play.
 7. Dugout Coaching Staff must maintain control of bats at all times to prevent injuries.
 8. There will be a designated member of the coaching staff in charge of the dugout at all times to maintain discipline and order.
 9. No one other than the Coaching Staff, volunteer approved parent, and players shall be in the dugout.
 10. Players having behavioral issues in the dugout are to be dealt with by the coaching staff. If the issue requires parental involvement the player will be removed from the dugout and sent to the parent and returned to play as soon as is appropriate.

11. Player pool rules
 - a. All players are allowed to sign up for player pool via of the Player Agent.
 - b. Players are only allowed to play in the division in which they are currently playing. Players are not allowed to play in divisions above or below.
 - c. Manager may request a player from the player pool. Player will randomly be drawn and assigned to that game only.
 - d. Managers cannot request certain player.
 - e. Player pool players will only be allowed to play under the minimum play rule and are not allowed to play entire game.

XIV. CSLL 50/70 JUNIOR DIVISION RULES

A. Ages

1. Qualified 13 years old. For players that have aged out of Little league by rule (12 years old after the date set by Little League Internation) can play under 50/70 Junior rule
2. All players wishing to be eligible for consideration must sign up and tryout
3. This will be considered a separate division.
4. No inter-league play with the major's division

B. Rules:

1. CSLL 50/70 Junior Division follows Little League International Rule Book.

C. Local Rules

- a) Manager is required to notify Player Agent when a player is absent from play for (10) days for any reason, this would include injury to the player during a CSLL event or outside of a CSLL event. Player Agent to determine what is a loss player.
- b) Once player agent has contacted the parents/legal guardian for reason of "NO SHOW", the player agent will report to the Board of Directors
- c) If Safety Officer becomes aware of an injury, Safety officer to inform Player agent within 24hrs.
- d) Player Agent is to provide a list of a minimum of (3) names for the manager to choose from, if there is players that were not drafted
2. Official scorekeeper representative from home team in score booth will maintain official book with official pitch count to be signed by both managers post-game. This will also include the minimum play requirement sheet (MPR sheet)
3. Players will not handle bats except when approaching home plate to bat or helmeted player retrieving bat from field of play.
4. Dugout Coaching Staff must maintain control of bats at all times to prevent injuries.
5. There will be a designated member of the coaching staff in charge of the dugout at all times to maintain discipline and order.

6. No one other than the Coaching Staff, volunteer approved parent, and players shall be in the dugout.
7. Players having behavioral issues in the dugout are to be dealt with by the coaching staff. If the issue requires parental involvement the player will be removed from the dugout and sent to the parent and returned to play as soon as is appropriate.

XV. CSSL PLAYOFFS

Elimination and Championship game procedure

- A. All Major and AAA division teams will be included in the playoff format.
- B. Seeding for major division will be determined by review by the major coordinator and 1 board representative following the conclusion of the last regular season game.
- C. Playoff game seeding will be determined by a blind draw without regard to regular season record and will follow a standard playoff format i.e. #1 seed plays #8 seed etc. in an elimination tournament to be decided by the Board of Directors before the end of the regular season.
- D. The playoffs shall be decided by double elimination.
- E. Coin Toss determines choice of Home or Visitors throughout brackets.

XVI. CSSL ALL STAR SELECTION PROCEDURE

- A. Player Agent's role:
 - 1. The Player Agent is to assist the President and oversee the ballot tallies. The Player Agent (PA) role is to see that the process is adhering to Little League and local rules, process and criteria.
 - 2. If there is an issue that needs to be addressed the PA will confer with the President before action is taken.
- B. Designated Board Member's Role
 - 1. 2 designated board members will facilitate the administrative portion of the meeting such as ballot preparation and processing, supply materials, etc.
 - 2. One of the 2 board members will do the ballot tallies which will be overseen by the Player Agent.
- C. Balloting
 - 1. Voting will be done by secret ballot. No tally totals will be given, only final results.
- D. Non-Disclosure
 - 1. All participants must agree to not disclose the details of the All Star selection discussions.
 - 2. All those involved must be assured of total freedom to speak without reservation.
 - 3. No one should assign fault for a selection or non-selection of player upon other All Star selection participants, the process or any other reason.
 - 4. What is said in the room stays in the room.
- E. Manager Selection
 - 1. Policy:

Managers and coaches shall provide a positive, respectful environment for the children at all times including players and spectators.

- a) Selection of Managers and coaches will be subject to Board approval. The Board reserves the right to award or not award a team to any Manager with due cause regardless of seeding or placement.

2. Guidelines:

- a) The Manager of the Major Division Championship winner will have first selection of the 9-10, 10-11, and 11-12 year old All Star teams. Next will be the 2nd place team Manager, then the AAA Division Champion Manager. Then it reverts to the pre-playoff season record for chain of succession.
- b) If CSLL has a Tournament team, the Manager of the AAA Division Championship winner will have first selection of the 8-9 year old Tournament Team. Next will be the 2nd place team manager. Then it reverts to the pre-playoff season record for chain of succession.
- c) If CSLL has a Intermediate division, the Manager of the Intermediate Division top finishing team will have the first selection of the 13 year old All Star Team. Next will be the 2nd place team Manager.

F. Criteria for Player Consideration

1. Ability
2. Availability
3. Coaching ability
4. CSLL will field All-Star teams in the age categories of 9-10, 10-11 and 11-12 as named by Little League. 7-8 and 8-9 teams will be fielded ONLY if District has a sanctioned a tournament for these age groups.
5. CSLL teams will reflect the spirit of single age groupings at all levels to balance inclusion of players with its desire to field competitive teams and to inspire its players to compete for success. It is expected that teams shall be predominantly single-aged, with exceptions made only for younger players that would make a significant impact on a team of older players and improve that team's chances of advancing in tournament play.
6. Any player from a lower age in a group that is voted onto the All-Star team comprised mainly of older players must be approved by the Player Agent. The Player Agent will consult with both the Manager of the lower age team and the Manager of the upper age team. Should the Player Agent concur with recommendation to move the player up, parental consent will be obtained.
7. A player may not be selected to more than one All Star team.

G. Player Selection Procedure

1. 12 year old All Stars:
 - a) Balloting
 - (1) Major Division players will select 12 year-old All Star players by anonymous balloting. Ballots will be arranged alphabetically.
 - (2) Balloting will commence immediately after the first playoff game for all teams.
 - (3) Balloting will take place on the field of play. Players will vote privately without consulting others. Any

- collaboration will invalidate all ballots involved.
- (4) Ballots will be issued and collected by the Player Agent or designated Executive Board member. It is important to have two other volunteers to help monitor and collect the ballots.
 - (5) Ballots will be collected, immediately sealed and turned over to the Player Agent or designated Executive Board member.
 - (6) Only 12 votes or less will constitute a valid ballot. Over 12 votes will nullify the whole ballot.
 - (7) The results of the ballot will be tallied by the Player Agent and two other E-Board members prior to the All Star selection meeting. Leave 2 -3 hours for this process.
 - (8) The players with the most votes will be placed on a team: For a 12 player roster, it will be the top 7 players.
 - (9) Player balloting results will be announced only during the All Star selection meeting. No other discussions about the results will be discussed outside of the Selection meeting or official Board of Director meeting.
- b) Selection Meeting
- (1) The All Star selection meeting will convene during the days between the semi-final and championship game.
 - (2) Only the President, Player Agent, one appointed board member and managers, will attend the selection meetings. If a Manager is unable to attend than he or she will appoint one of their official coaches only.
 - (3) No discussion of the contents of the selection meeting will occur outside the meeting. What is said in the room stays in the room.
 - (4) After the first players have been announced each team Manager may nominate players for consideration for the remaining spots based upon the criteria set by the League. A dialog will commence between the Managers concerning the players in the pool. This dialog will be to select the final pool nominees to be voted upon.
 - (5) A secret ballot will take place to fill out the rest of the roster. If after three votes there is still not a consensus, the President, the Player Agent, and appointed board member will vote to break the tie.
 - (6) Team rosters will consist of 12-14 players.
 - (7) Additional players above 12 are at the discretion of the Manager.
 - (8) A dialogue will then commence to determine age composition for each team (for example, placing 11 year olds on the 12 year old team or 10 year olds on the 11 year old team) based on need of positions, availability of player, etc...
 - (9) All player ballots will be re-sealed and given to the

Secretary. Anyone wishing to view the ballots may do so by submitting a request in writing to the Board of Directors.

- (10) It is recommended that breaks be taken during the process to provide a short time to reflect before final votes are cast.
- (11) The Manager selected for each team will make the final determination of roster size and will select any additional players from the agreed upon alternate pool of players.
- c) Materials Needed
 - (1) All Star ballots reviewed and verified by managers, pencils, manila envelopes marked for each team; meeting room with white/chalk board, tally sheets, calculator, coffee/drinks, snacks
- 2. 10, 11, and 13 Year Old All Stars:
 - a) Players are voted on by secret ballot of the Managers they are not voted on to the team by other players. All other procedures and rules that govern the 12 year old process are followed.
 - b) Names are submitted by AAA, Major and Intermediate Managers based upon the criteria set by the league.

XVII. Appendix A – CSLL Field Prep

CAPITOLA/SOQUEL LITTLE LEAGUE CSLL FIELD PREP

	PREGAME PREP (HOME TEAM): Should be completed at least 15 min. before game time. CHALKER, STRINGER, TEMPLATES, RAKES, HOSE REEL BELONG IN THE SCORESHED.
1	Inspect field for debris/foreign objects – check conditions of fences, backstops, bases, and warning tracks – check for dangerous holes or bumps on the field.
2	Fill Holes in Batter’s Box
3	Water & Tamp Batter’s Box if necessary
4	Drag Rake Infield, Batter’s Box, warning track, and foul territory
5	Use batter’s box template to mark batter’s box. Lay handle flush and even with the side of home plate
6	Water field if necessary and time allows
7	Mark Infield and Outfield Foul Lines with 2” (NOT 4”) chalk lines. Run stringer all the way to the foul pole, especially if the outfield lines are messed up. Put 1 st and 3 rd bases in temporarily to be sure the stringer lines up on the outside edge of the base. (remove the bases as you pass by with the chalker). Take your time – make it a straight line – the new 4-wheel chalkers make this easy if you just take your time.
8	Set Bases in Place. Dig out post holder with tool. Make sure base lays level on the ground

Managers and coaches shall provide a positive, respectful environment for the children at all times including players and spectators.

9	Place pitcher's mound on field. This is a multi-person job. Add dirt around the base of the mound to provide stability. For "coach pitch" games, no mound is necessary. Draw a 16' circle around pitchers plate for AA and below for the play stoppage area.
10	Return chalker, stringer, templates, rakes etc... to the SCORESHED – <u>not</u> the maintenance shed.
11	Setup Scoreboard and Control Box
	POSTGAME (VISITORS TEAM)
1	Put bases and pitcher's mound in the SCORE SHED, unless there is a game afterwards.
2	End of Game - Clean Up Dugouts and Bleacher Areas
3	End of Game – Drag Infield
4	End of Game – Empty Trash Cans